No 1! BIGGEST AND BEST

The WORLD'S biggest selling C64 mag

APRIL 1992
£2.20

19

GOT A 64? ★ THEN GET THIS!

Commodore FORMAT

POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

SUPER SEYMOUR *Still a good egg?*

JETSONS *Happy families?*

SHOE PEOPLE *Does it get the boot?*

FUN SCHOOL 4 *That'll learn us!*

PD SPECIAL *Serious PD gets rated*

TONS of BUDGET

PLUS LOADS MORE...

LOOKY HERE

3 COMPLETE GAMES!
1 COMPLETE UTILITY!
PLUS SPIFFY FREE BADGE!

Commodore FORMAT
64 LIGHTDISK DEMO

3 COMPLETE GAMES:
SHEEP IN SPACE
ATTACK OF THE MUTANT CAMELS
AQUABLASTA

POWER PACK

1 Brilliant UTILITY
UDG SYSTEM 2

19 tape

Agggghhh! My Powerpack's gone walkies! If your covertape is missing see your newsagent now and ask for a replacement.

KICKING?

Indy - the Fate of Atlantis is almost ready. Will Lucasfilm's latest be the greatest? P.6

The Minterview

Computer Guru Jeff Minter speaks out! P.52

Future PUBLISHING
Your guarantee of value

GAMEBUSTERS: Hudson Hawk ● Cyberdyne Warrior ● Virtual Reality Compilation

POWER PACK 19

SHEEP IN SPACE

LLAMASOFT

Incredibly silly, incredibly good flying sheep shoot out in a land where gravity cuts both ways. Brilliant sound effects make this bonkers bonio bash something rather 'spesh' as they say .

ATTACK OF THE MUTANT CAMELS

LLAMASOFT

Deadly dromedaries drop in for this *Defender*-style shoot-'em-up. A stern test of nerve and flying skill. This one is an amazing 10 years old! But like good wine, it's matured into a true classic.

LIGHT DISK64

DEMO

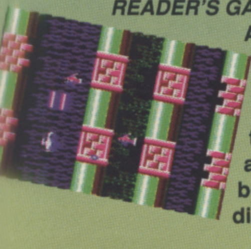
LIGHT DISK64

An intriguing demo of a new disk-based mag for the serious C64 user. It shows off its unique icon system, which makes the browsing easy!

AQUABLASTA

FULL GAME

READER'S GAME



A high-pace, underwater, vertical blast-'em-up. With smooth scrolling and a tight and twisty map it's a real killer. Hold your breath and dive, dive...

UDG SYSTEM2

LIGHT DISK64

FULL UTILITY

A powerful utility that lets you redesign the C64 character set for your own games, programs and print-outs! Icon driven, it's simple to use but surprisingly potent.

19 tape to disk

Would you prefer a Powerpack on disk rather than tape? Then turn to page 4 for the full details of our special tape-to-disk transfer facility.

The spring has sprung, the grass has gris

POWER

Powerpacked

Yes, it's *Commodore Format* time again! And it's been a major month indeed! Crammed into the pages of Britain's best C64 mag this month, you'll find features, reviews, views and tips galore!

There are words of wisdom from Jeff Minter, one of gaming's giants. The interview blew James' mind so badly he needed three days to recover. Tim Howells joined the team on temporary loan from our sister mag *Public Domain* and ploughed through piles of free software for us and discovered some real gems. It's corking stuff and they're giving it away!

The C64 continues to prove itself as one of the most versatile and durable computers ever, and we reflect on this with reviews of all the latest games - both budget and full pricers - as well as educational packs. Yup, Cathy has been trying out the new *Fun School 4* series to see if learning really can be fun - strangely after reviewing *Under 5s* she could be heard muttering something about understanding our intellectual level.

We've also tried a little experimentette with the *Powerpack* too, with a tasty utility program instead of a game demo. If you want programs and fewer demos, or more demos let us know. This is your mag, for your machine; so let us know what YOU want.

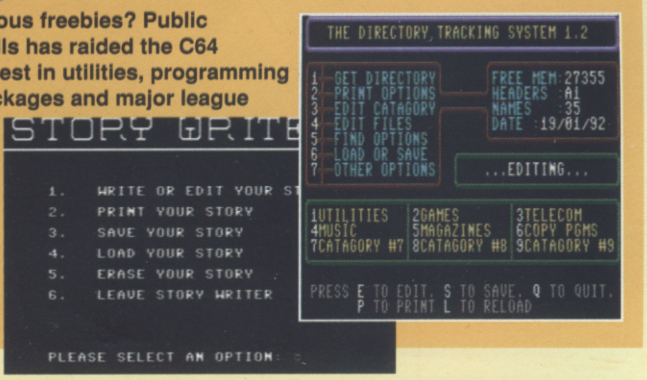
Cheers

52 THE MINTERVIEW

Ten years ago a fresh faced young whipper- snapper called Jeff Minter got his paws on an American import C64 without any manuals. Only one month later he'd written *Attack of the Mutant Camels* and a legend was born! The *Commodore Format* team tracks down the games guru in deepest Wales to ask him how the C64 changed his life, what made the great games great and quite why everything he does involves llamas. Warp-drive to p.52 for the 'Minterview'.

39 PD, GET SERIOUS

Fancy some serious, serious freebies? Public Domain expert Tim Howells has raided the C64 libraries for the very best in utilities, programming tools, productivity packages and major league widgets, that are yours for the price of a disk and postage? If you're serious about your machine you just have to check out this three-page special on p.39



```
STORY WRITE

1.    WRITE OR EDIT YOUR ST
2.    PRINT YOUR STORY
3.    SAVE YOUR STORY
4.    LOAD YOUR STORY
5.    ERASE YOUR STORY
6.    LEAVE STORY WRITER

PLEASE SELECT AN OPTION:
```

```
THE DIRECTORY TRACKING SYSTEM 1.2

1 GET DIRECTORY        FREE MEM:27355
2 PRINT OPTIONS        HEADERS :A1
3 EDIT CATAGORY        NAMES   :35
4 EDIT FILES           DATE    :19/01/92
5 FIND OPTIONS
6 LOAD OR SAVE
7 OTHER OPTIONS          ...EDITING...

1UTILITIES     2GAMES        3TELECOM
4MUSIC         5MAGAZINES    6COPY PGMS
7CATAGORY #7   8CATAGORY #8  9CATAGORY #9

PRESS E TO EDIT. S TO SAVE. Q TO QUIT.
      P TO PRINT L TO RELOAD
```

griss I wonder where those games is TESTED!

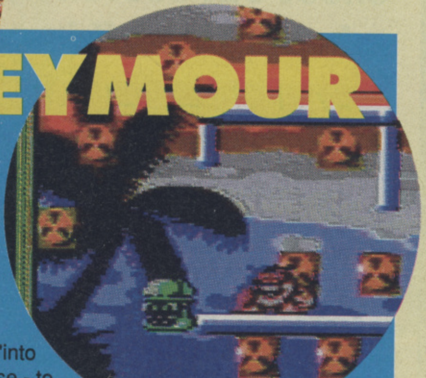
16 CATALYPSE

GENIAS

Shoot-'em-ups are common computer fare but ones that are worth the loading wait are few and far between. *Catalypse* boasts beautiful sprites, five levels, big baddies, smooth scrolling parallax and more power up weaponry than a person can eat! Can a mere shoot-'em-up supply the necessary gameplay to make it a Corker and not a croaker though? Fight your way to p.16 to find out if Genias can make the grade.

37 SUPER SEYMOUR

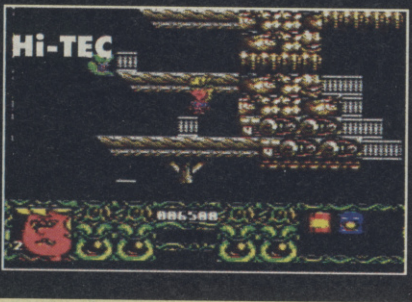
CODEMASTERS



That egg *Dizzy* has a lot to answer for. Single handed he saved *Codemasters* from their powerful *Super Simulator* addiction. But now they seem to have an equally insatiable craving for games of the cute persuasion. *Super Seymour* is the latest of their cringingly cuddly heroes to take centre stage. Can he cut it as a cutie though? Pull your underwear on outside of your trousers, tuck a towel down the back of your shirt, yell "into the Blue" and fly - faster than a speeding bullet of course - to p.37 to check him out!

32 POTSWORTH AND CO

Hi-TEC



TV's 'lovable' hound Potsworth hits the C64 with his mates, in a mad arcade adventure to save the Grand Dozer. The result of the conversion is a five level platform epic, as the team tries to save the big man of Dreamland from the Nightmare Prince. Will *Potsworth* keep you up to the early hours or send you to slumberland? Roll over to p.32 for the full shaggy dog story.

8 INDY - THE PREVIEW

Indy Jones and the Fate of Atlantis is now only a month away from completion. Games Editor James Leach hunts down the creators of this latest *Lucasfilm* epic to find out if the man in the hat can make his mark without the support of a movie. The inside spec on Indy is on p.8

MONTE CARLO CASINO
INDY
00000050
SOPHIA

Plus PAST MASTERS p29

Want to complete your collection? Like a game's name but don't know how good it is? Want to browse through every game *CF* has reviewed in the last 12 months? Then *Past Masters* is for you. A hundred games are rated in this massive survey of every game released in 1991! p.29

19 APRIL 1992

GAMES

16 CATALYPSE
GENIAS
32 POTSWORTH AND CO
HI-TECH
33 THE JESTSONS
HI-TECH
36 JONNY QUEST
HI-TECH
37 SUPER SEYMOUR
CODEMASTERS
60 TITANIC BLINKY
ZEPPELIN
61 WINTER SUPER SPORTS
FLAIR
62 FUN SCHOOL 4
EUROPRESS
64 SHOE PEOPLE
GREMELIN

CF SPECIAL

29 PAST MASTERS
Every game *CF* has reviewed and rated in the last 12 months - the complete list!

39 PD, GET SERIOUS
Yet more free software! Utilities, programming aids and widgets! Check out the best of the best on the PD scene!

52 THE MINTERVIEW
Games genius Jeff chews the fat about C64s, camels and coding with Neil Jackson over tea and buns.

REGULARS

4 POWERPACK PAGES
The essential guide to getting the most out of your program packed covertape.

10 EARLY WARNING
The *Codies'Striker* makes its debut. Plus news and game's gossip.

12 CF SCANNER
Scope out the incoming games with the Early Warning Radar.

15 TAKE CONTROL
The who's who and what's what in the *Powerplay* reviews.

19 GAMEBUSTERS
Andy Roberts dishes the dirt on *Cyberdyne Warrior, Hudson Hawk* and friends.

42 THE MIGHTY BRAIN
Mr Know-it-all answers your letters; and proves he does!

48 ROGER FRAMES
Psst! Wanna buy some cheap games? Then check out Roger's reviews.

56 MAIL ORDER
C64 goodies galore are up for grabs at silly, silly prices.

59 SUBSCRIPTIONS
Get lazy, have *CF* delivered!

66 NEXT MONTH
Uuuuh! The bit where we tell you what's up in *Commodore Format* 20!

QUICK START

FULL GAMES

ATTACK OF THE MUTANT CAMELS

Joystick in Port 2. Defend the planet against the eponymous camels. Shoot each one repeatedly until it explodes. All the dromedaries must be destroyed. NOW! If one of the camels reaches the other end of the screen the world has been invaded.

SHEEP IN SPACE

Joystick in Port 2. Defend a double-sided planet by shooting energy-stealing aliens. Gravity gets stronger the closer you get to either planet surface, which affects both your speed and your shots! To replenish energy land on the planet and eat grass. Hit space to warp to your nearest aliens.

AQUABLASTA

Joystick in Port 2. A straight up the screen blast. Shoot everything in sight, avoid the walls and collect the E icons.

FULL UTILITY

UDG SYSTEM2

Joystick in Port 2. Most functions are accompanied by text messages. The instructions on p.6 are really recommended though.

DEMOS

LIGHT DISK64

Joystick in Port 2. This is an illustrative demo of *Light Disk64's* icon system. Move the cursor with the joystick and press fire to make a choice. None of the functions are enabled.

NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:
1) Switch off the machine, and start all over before you try loading again.
2) Check that your machine is not faulty, by loading a piece of software you know works properly.
3) If all attempts fail, put the tape in a strong jiffy bag, with a Stamped Addressed Envelope, and send it to:

Ablex Audio Video Ltd,
Harcourt, Halesfield 14,
Telford, Shropshire,
TF7 4QD.

Ablex will swiftly send you a replacement. Please DO NOT send the tape to *Commodore Format* in Bath, as this will slow down the replacement process and it could take months for you to receive a replacement.

POWER PACK

An action special - with a seriouso bit to boot! Jeff Minter's AMC and Sheep In Space take you to a weird warped world where the laser cannon is king. Aquablasta is an undersea shoot-out scorcher, while UDG rounds the whole thing off in a soberly creative fashion.

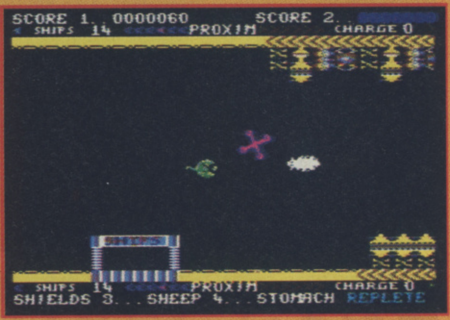
SHEEP IN SPACE

Joystick in port 2

A completely different kettle of herbivores, this one. You control a little sheep who buzzes along over a strange landscape, which is both the right way up and upside down (look at a screenshot to see what I mean).

The scenario is as weird as that completely bonkers old hippy Jeff Minter can make it. You're in a circular space station which has been filled with plants, buildings, trees and even oceans. Some evil Zzyaxians (again!) have introduced a load of nasties into the station to try and kill everyone. But because you're a rock-hard mutant sheepoid, you can take them on and hopefully win.

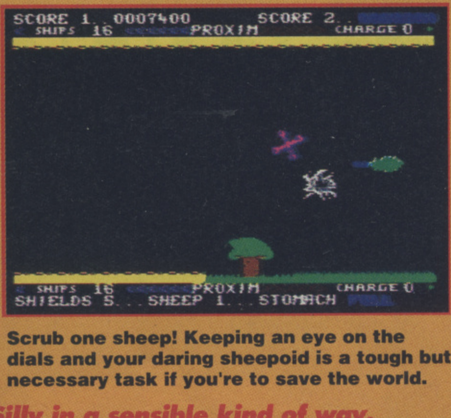
As you zip around this world, one side of your proximity radar is lit (it's a tiny arrow right on the edge of the display). Head in this direction and you'll encounter some rather unpleasant enemies. Yep, you've guessed it - you have to wade in and kill 'em all. In turn, they blast out small balls which can knock a shield off you (you have six to start with) so you can be a reasonably brave sheepoid.



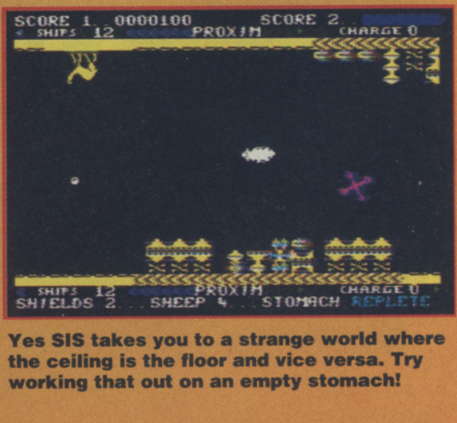
Flying in the middle of the screen lets you scream along, but makes collisions more likely and those bonios hard to aim. Remember: flying lower means you're slower!

FULL GAME

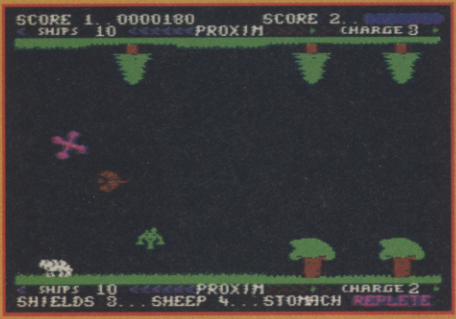
Both sides of the landscape contain the odd field of grass. It's worth noting where these are because as you travel around, your little sheep gets hungrier and hungrier (his grub-related status is shown at the bottom right of the screen). The only way to make him feel better is by landing on a field and letting him graze for a while. This also



Scrub one sheep! Keeping an eye on the dials and your daring sheepoid is a tough but necessary task if you're to save the world.



Yes SIS takes you to a strange world where the ceiling is the floor and vice versa. Try working that out on an empty stomach!



Eating the right food's essential. Sheepoids can boost their shield strength by taking time out for a spot of munch.

increases his shield strength. But don't wait too long because his stomach will overfill and he'll burst under the pressure of a major pig out (ugh).

The game is divided into levels, and you can only move on once you've cleared the level you're on. And it's trickier than it looks.

Luckily your sheep fires crazy little Bonios of Doom. These missiles fly straight if you're in the middle of the screen, but bend, due to gravity, if you're near the top or bottom. But don't think that this makes things any easier, either.

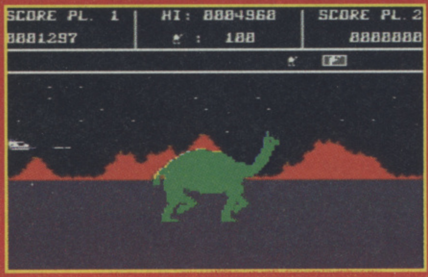
Pressing SPACE, F1 or F7 will jump you to a random alien, which saves a lot of chugging round the surface, and if your artificial planet is destroyed by the baddies (who must reach the funny, bowl-shaped reactors five times), you must continue the fight in space. Beat all the aliens there and you get another planet to defend. It's almost too much for a young sheepoid to handle.

TAPE TO DISK

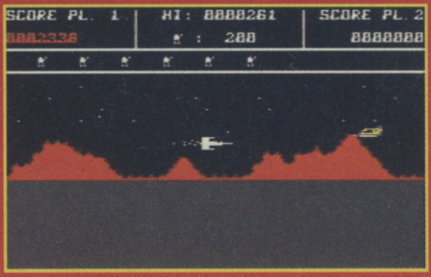
Have you got a disk drive that gathers dust while you enjoy each month's Powerpack? Then start dusting, because *Commodore Format* can now offer a special tape-to-disk transfer! Every program on the Powerpack that runs on tape will be lovingly transferred to disk for you by those kind *Ablex* people. To take advantage of this facility, just cut out the 'Tape-to-Disk 19' coupon from the inside of the cassette inlay card, jot down your name and address on a piece of paper and send it with a cheque or postal order for £1.50 (to cover duplication, postage and packaging) to:

19 tape to disk

Ablex Audio Video Ltd
Harcourt, Halesfield 14 Telford,
Shropshire
TF7 4QD



The trick in *AMC* is to get as close to the camels as possible for faster firing. Watch out for their deadly spit though!



Between levels you run a guantlet of fast flying 'things'. It's dead easy on level 1 but soon becomes a neat extra test.

ATTACK OF THE MUTANT CAMELS

FULL GAME

Joystick in port 1

Picture the scene. It's the late 21st Century. So late in fact that everybody has gone to bed (leaving the landing lights on). A load of Zzyaxians from the galaxy of Thring have seen these, and decided to land and take over Earth.

They've created a generation of completely rock-hard mutant camels, and have dumped them on Earth in a neat line, trundling over the surface. These camels aren't your normal, fairly tough desert variety. They're 90 feet high, neutronium-shielded, and they spit homing laser bolts.

So, you're the only person awake enough to do something about this invasion. It's a real bummer. But without further ado you climb into your special space-ship blaster and fly towards the hideous camel-like mutoids.

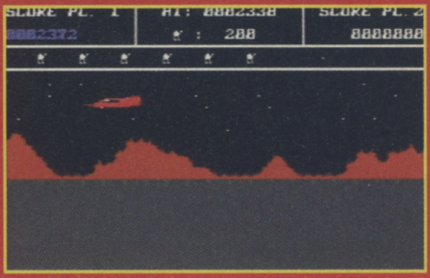
You see your little plane from side view as you belt along the landscape. The joystick controls your speed, direction and height. It's dead easy to get to grips with.

Above the main display is a radar scanner. This shows the procession of camels as they stride towards you. Have you ever seen *The Empire Strikes Back*? Well these mega-camels are like the Imperial AT-AT walkers in that.

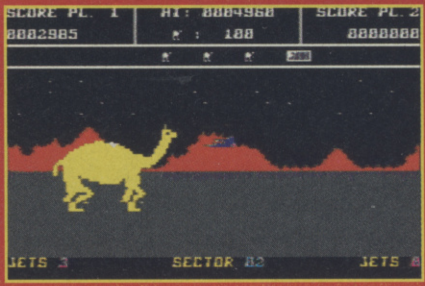
Anyhow, fly towards them (from either side, as the radar screen wraps around), and, once in range, open fire. A camel will change colour to show it's been damaged, and eventually after loads of colour changes will explode. Time to move on to the next evil mutant!

The camels fire two sorts of laser bolts at you. Standard bullets home in slightly, and can easily be dodged, but smart bombs are very difficult to evade. One of these will kill you, whereas you can take about four hits from normal bullets. You can only tell the difference between these weapons by the sound they make when launched.

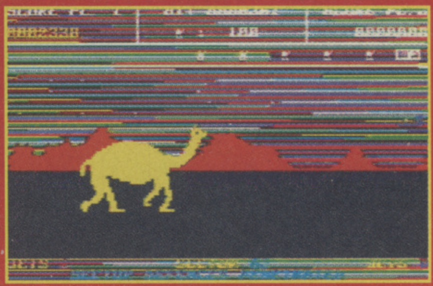
What else? Oh yes, there are 31 (yes, 31) skill levels (hit F3 to select them in turn), a two-player mode (hit F1), and collisions with the camels (F5).



After dodging the fast 'things' you re ship turns into a well speedy warp ship!



Sitting here is silly. Camel spit moves at a real lick and kills craft real quick!



No, your C64 isn't bust, it's just a sign that the camels have invaded Earth!

UDG SYSTEM 2

Joystick in port 2

UDG System2 is a character set editor. Fine, but what does it do? Well, you can delve deep into your C64, grab hold of its standard character set (the letters and numbers visible when running in BASIC) and change them. This can be used either to set up a custom font for a game or program you're writing, or just to build piccies. But regardless of your objective, you should find it's curious fun.

UDG contains four modes with almost 50 separate options. When entering the program the screen is divided into four sections. Top left is the character set area; top right the icon menu. Initially, the pointer is located on the icon menu in the 'mode select' option. There are four modes to choose from: the 'magnifying glass' for character edit in magnification; the letters 'AA and ZZ' represent the character edit at normal magnification; a rectangle with the letter 'M' in the centre is used for 'screen designer mode'; and the disk and cassette tape icon acts as both the save and load function.

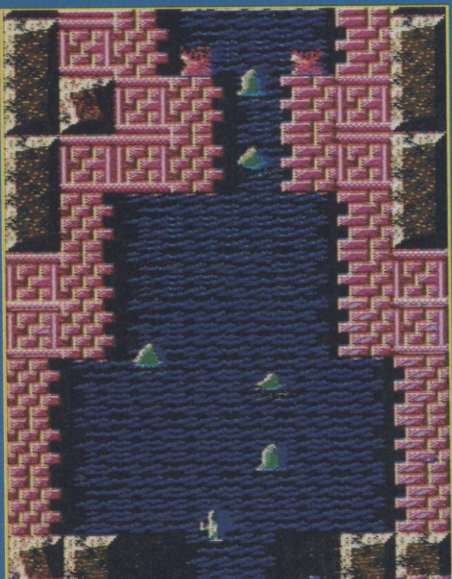
Within each mode are many other specific options. Moving the joystick up and down cycles through the available modes or options and pressing fire selects (activates) the one currently displayed. Think of the icons as a stack of cards, one behind the other, which you can simply shuffle through to select the one you want.

The lower section of the screen is divided into the EDITing area and the command/status line. The EDIT window is where new characters and images are created, and takes the lowest half of the screen. The command/status line runs directly across the screen, roughly centre. This line tells you important information and, in certain modes, requests input.

The EDIT area is divided into two rows of five, eight by eight, edit boxes. These can be activated to form a grid, which helps you to create images. Use the pointer and fire to select a character from the display area and deposit this on any one of the 10 edit boxes (using fire). You can then edit that character. As you can edit 10 characters at the same time, you can create large multi-character images.

To change the colour you're editing in simply press F7 and a colour tile will be displayed within the icon menu. To view the colours available, move the joystick up and down. Press fire to select the colour, and then continue editing. To exit

FULL UTILITY



AQUABLASTA

Joystick in port 2

It's a reader's game, this one. And the letter that accompanied it didn't go into much detail about plot and so on, so we thought we'd make up one of our own.

It's the 419th Century. Global warming has flooded the entire Earth, and all that's left of humanity is a band of scientists living in a glass bubble in Guildford. Loads of toxic waste is left behind from the days when people ruled the world and didn't care what damage they were doing (sounds good already, eh?). This waste has caused all the jellyfish and sharks to mutate and get nasty.

So the scientists have built an underwater jet with serious nose-mounted firepower. They hope to send you out in it to burst your way to freedom.

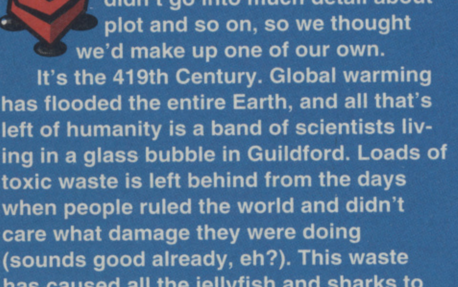
Great storyline, eh? Anyway, the point is that you've got an infinite number of lasers, a dwindling store of energy (which you can replenish by running over 'E' icons), and eight-way movement.

The bad news is that all the angry jellyfish and sharks are after you, and they are equipped with little blue bombs, which fly off in all directions. Also making things a tad tricky is the landscape you're flying over (fly, underwater?). You have to avoid walls, blocks and any other obstacles that crop up (you're travelling over the remains of the once-beautiful city of Guildford, remember).

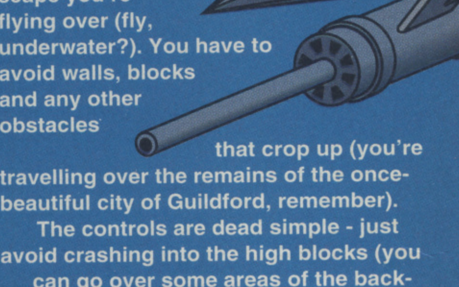
The controls are dead simple - just avoid crashing into the high blocks (you can go over some areas of the background - find out which these are for yourself). Oh, and use your twin-blasting special underwater lasers to wipe out all the baddies. If you've got autofire on your joystick, use that. It makes things seriously easier.

Anyway, we reckon *AquaBlasta* is a storming game. And it was written by a *CF* reader. If you've got a game that's better, send it in, real soon!

FULL GAME

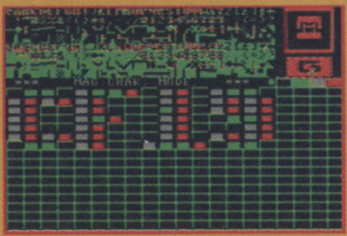


Ah walls! Now the contract didn't say anything about walls. I distinctly remember, lasers and fish, no mention of walls. I'm off!



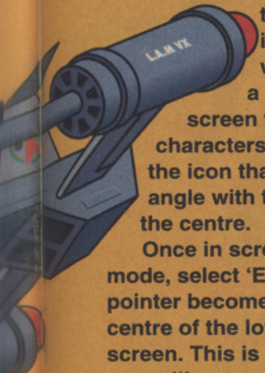
Mad scientists with serious firepower one, green jellyfish nil. It's a game of two halves though and the fish could soon romp back.

UDG lets you get serious or silly. New character sets can be created or you can use it to draw.



Both colour and shape are under your 'stick's command. Click carefully to avoid frustration.

any mode simply select the icon that displays the word EXIT. This will take you back to the mode select menu where you started.



You can edit directly on to the characters themselves in the character selection window by activating the 'AA and ZZ' icon. Or, if you want to create a complete screen from your characters, then select the icon that shows a rectangle with the letter 'M' in the centre.

Once in screen designer mode, select 'EDIT' and the pointer becomes a box in the centre of the lower area of the screen. This is a window over a scrolling map, which can be many screens in size. Press F7 when you want to select another option or add a new character to the map, and this will relocate the pointer to the icon menu. Press fire and the pointer will become locked in icon menu, enabling you to select another option such as size map, set map, start address, view map, exit the mode, etc. Without pressing fire you can move the pointer over another character in the display area, select it by pressing fire and then automatically return to your map with the new character.

Once you have created a character set or screen you wish to save, return to the mode select, choose the icon displaying a disk and tape. This puts you into the save/load and disk options menu, where you can save your work, re-load previously created characters and maps. This is a very powerful graphics utility but it does require a lot of experimentation to understand it completely. A full manual is available as a printable text file with *Light Disk64* . To get hold of a copy, you'll need to get *Light Disk64*, which couldn't be simpler. Just follow the instructions found below.

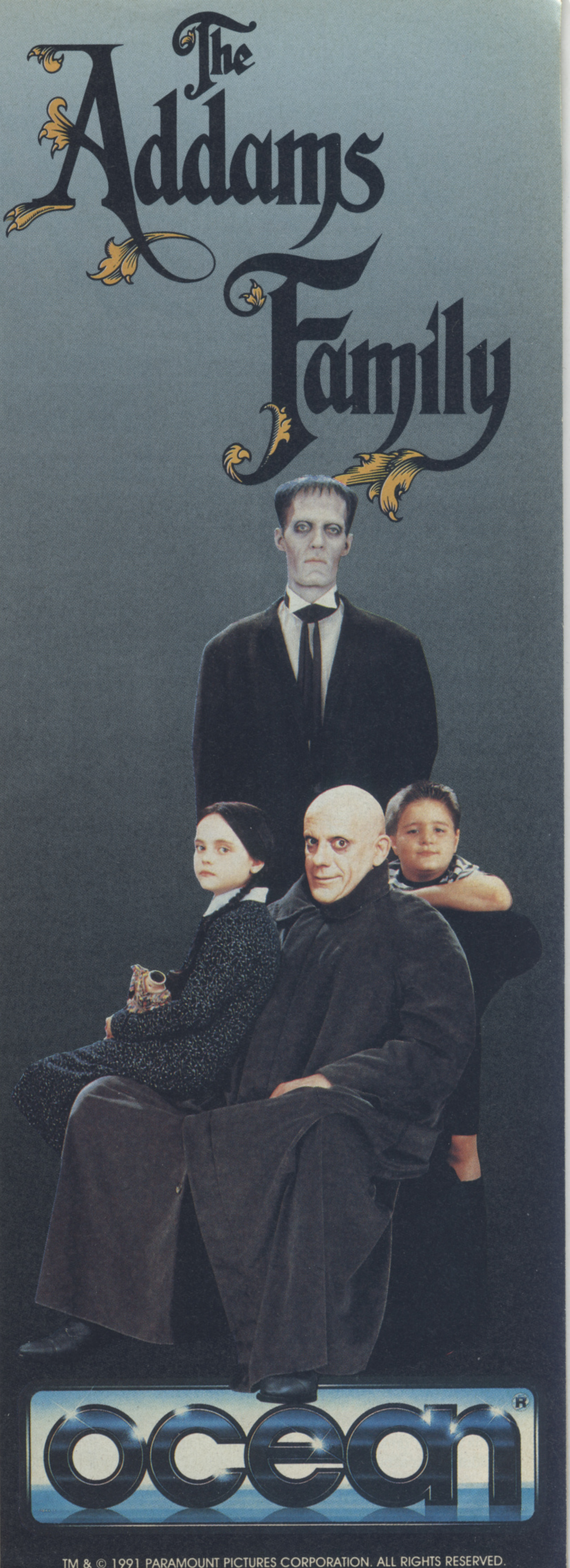
LIGHT DISK DEMO

Joystick in port 2

Light Disk64 issue contains a mix of reviews, tips and programs for the technically minded, all stitched together with a nifty icon-based user system. Sadly this system doesn't work on tape, so the 'Diskmag' is only available on, er, disk. The icon system is a demo and so none of the programs will load, but it should give you a feel for how friendly this disk-based tome is to explore. If you want to see the kind of fare that will be offered, flip the tape and take a peek at the *UDG System2* on side two.

If you like the look of *Light Disk64* icon system and have a disk drive, then it's probably worth checking out the real thing. It will be available from April 24 this year and will cost £4.50 (inc. VAT and postage). Send a cheque or postal order to *Light Disk64* at the address below and you'll get two disks crammed with techie talk, tips and programs. If you want more information, then send an SAE and you'll receive a reply ASAP.

Light Disk64
7 Fallowfield Close
Norwich
NR1 4NW



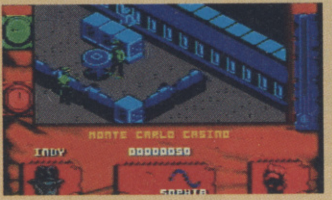
TM & © 1991 PARAMOUNT PICTURES CORPORATION. ALL RIGHTS RESERVED.

INDIANA JONES AN FATE OF ATLANTIS

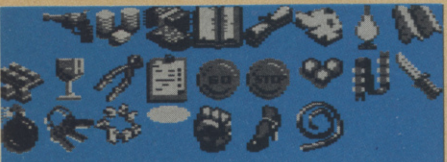
EARLY
WARNING!

Yes! *Indiana Jones* is coming at you in 3D! It appears that *LucasFilm,* who wrote the plot for *The Last Crusade*, have decided that Indy definitely needs that extra dimension. So all the action you'll be playing in their latest offering will be viewed from an isometric viewpoint.

The plot remains true to the standard Indy format we all know and love. It's a frantic chase through many exciting locations, with Indy and the entire Nazi party of pre-World War 2 Germany racing towards the carelessly lost and slightly magical isle of Atlantis, said to be the final resting place of King Arthur, lord of all Britain, uniter of the heathen hordes and holder of Excalibur. Yes, Arthur! Noble ruler of... (*nope. I think you're completely on the wrong track there. Ed*).



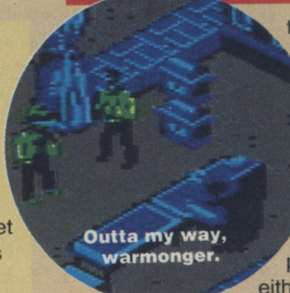
Is this a roulette wheel? Or is it just a circular coffee table with numbers all over it.



Right. Now empty out the other pocket. Then go and wash your hands, young man.

Anyway, the idea is that you must get Indy to the fabled lost city before those war-like Germans arrive. The reason for this helter-skelter dash is that there's a precious metal called Orichalcum, which has the power of a thousand atomic bombs (or two Mexican Chillies). If those grossly unpleasant, world-threatening-type Nazis get hold of it first, they'll stand a decent chance of winning the up-coming World War 2. Not a prospect to look forward to.

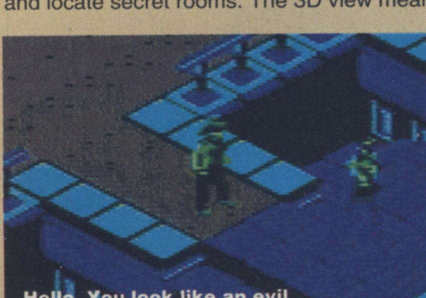
So it's quite important for Indy to get to Atlantis first. In fact, the entire history of the world rests on his broad and manly shoulders. Luckily, aiding him (and providing a bit of love interest, if the comic is anything to go by) is the gorgeous, pouting psychic Sophia Hapgood. She's useful because she can read Indy's mind to some extent, and also because she's the world's greatest authority on Orichalcum. So it's rather fortunate she's around, eh?



Outta my way, warmonger.

You can switch views between Indy and Sophia at any time, and it's possible to control either of them fully and independently, so it makes sense to send them off separately from time to time. That way you can cover much more ground and stay ahead of the time limit. But you'll double the risk of evil Nazi encounters, so take a bit of care.

As well as heading towards Atlantis, you've got to deal with the despicable Nazi hordes who crop up all over the place. Although the War hasn't officially started yet, they're quite into the idea of getting a bit of target practice on you, so there's a great deal of shooting and ducking to be done. You'll also need to have your problem-solving head at the ready to find bits of maps, solve codes and locate secret rooms. The 3D view means



Hello. You look like an evil Nazi. Fancy a punch in the gob?

INDY - ALIVE AND KICKING ON A C64 NEAR YOU

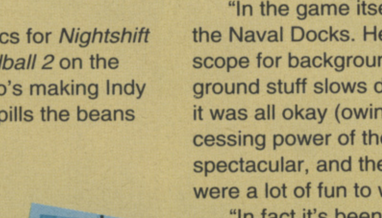
Everybody knows what Indiana Jones looks like. So you'd think it'd be dead easy for the graphics artist to show him on your 64 screen. But is this the case?

INDIANA JONES
FATE OF ATLANTIS

Nick Cook. He is Indiana Jones!

Nick Cook, boss of the graphics company *Flights Of Fantasy* , is famous for doing the graphics for *Nightshift* on the 64, as well as *Speedball 2* on the Gameboy. He's the guy who's making Indy come alive now. Here, he spills the beans on how it's done.

“The PC graphics for *Indy 4* were written first, so I knew exactly what I wanted when I came to the 64. I just hacked around with them until they looked excellent. The 3D isometric views weren't as tricky as you'd think. I've done stuff like that before. It's straightforward no-perspective parallel projection.



Hard at work, Nick tweaks the graphics to perfection.

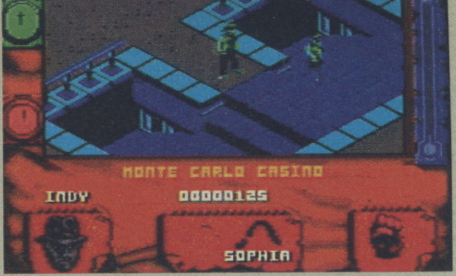
"I then did a comic-based intro sequence which set the scene for the game. It was a lot of fun, and I got inspiration from *Dick Tracy* (the film, not the game!). When *Lucasfilm* saw my 64 version, they were impressed enough to ask me to do it for the PC. So I did, basing it on the 64 graphics, of course!

“In the game itself, my favourite level is the Naval Docks. Here there was a lot of scope for background detail. Usually, background stuff slows down the game, but here it was all okay (owing to the incredible processing power of the 64!). It really looks spectacular, and the submarine sequences were a lot of fun to work on.

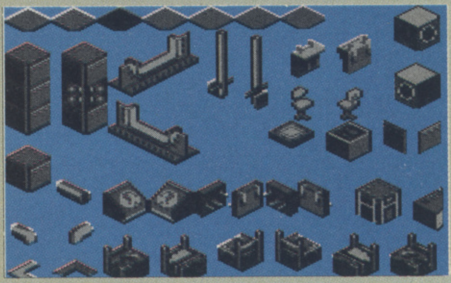
“In fact it's been an excellent project - and it's all gone pretty smoothly. Even the mega-big animations of the island exploding have come out well."

ND THE

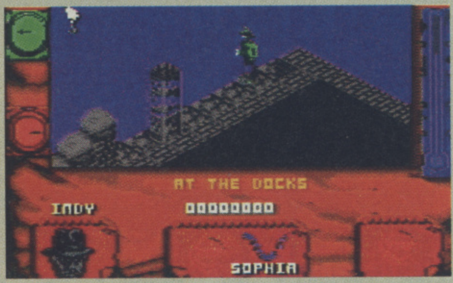
Just when you'd thought he'd ridden off into the dusty sunset, the dude with the cranially-protective head-gear is back. He's without his Dad and even without a film, but he's very much on your C64. An excited James Leach rushed off to talk to those responsible.



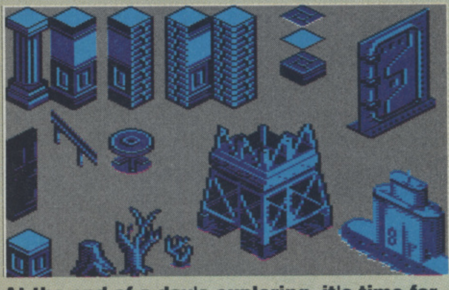
"Excuse me. Can I do some exploring here?"



Not much on their own, but certainly worth exploring when placed into a large 3D level.



It's a bit slippery for proper exploring, but Indy can still have a minor explore.



At the end of a day's exploring, it's time for Indy to go home and explore his fridge.

INDY JONES AND THE LEVELS OF DOOM

Just a quick peek at the levels you will have to battle through to help Indy escape the horror.

Level One - The Casino

You play Roulette in Monte Carlo. This is handy for getting the dosh to buy weapons and useful items, but you'll get hassled by some gambling Nazis (who you'll have to punch in).

MONTE CARLO CASINO
INDY
SOPHIA

Indy explores someone's living room.

Level Two - Naval Base

Indy must evade the searchlights, get into the base, kill a load of Nazis and collect bullets, knives and, er, chocolate (according to *Lucasfilm*). You also have to crack a code and get into a secret, disguised submarine (which is four hundred feet long, so can't actually be very secret).

MONTE CARLO CASINO
INDY
SOPHIA

The Casino. Win money and leave.

Level Three - Submarine

Kill everybody on the sub, find a hidden bomb and then sit down for a nice cup of tea. It sounds ideal.

NAVAL BASE
INDY
SOPHIA

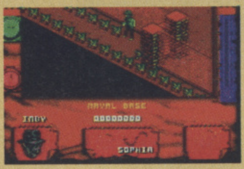
Indy is busy exploring a sort of desert area.

Level Four - Four Islands

The Lost City of Atlantis is only under one. But which one? It all makes for plenty of sub-related exploration.

Level Five - Atlantis

Kill billions of Nazis, explore all the floors, defend yourself against the gruesome mutants created by Nazi genetic meddling and set a bomb to blow it all sky-high. Then trot back to the sub, kick-start it and go home in time to watch *The Antiques Roadshow.*



Explore this rather red area.

that it isn't just a case of running from left to right, so the path you've got to take isn't obvious. Luckily, though, the 3D means that you can usually spot trouble coming from quite a way away. You can change the 'camera' viewpoint to watch Indy or Sophia as they disappear behind solid objects and stuff. *LucasFilm* say it's like being your own director, which sounds fun.

As in all the best games, you'll have to explore each level fully to get the most out of it. Some items (such as weapons and ammo) can only be found if you've got the time to search out the most unlikely places, like in the sofa crack.

And remember, you've got all this plus a fiendish time-limit and several half-track-loads of fiendish Nazis to deal with. It has got to be Indy's toughest challenge yet. Hmm. It certainly sounds like a complete interactive experience. And don't fret because there will be a full review of this Indy-related potential Corker in an issue or two's time. Once Nick's finished making it look stunning, anyway.

Ian
BIG BOOK OF EVERYTHING
Cyclopedia

THE INDY FILMS IN ALL THEIR GLORY - A BRIEF STUDY BY IAN CYCLOPEDIA

Raiders of the Lost Ark

This was made in 1981, ran for 115 minutes and contained 172,500 separate frames of film. It was all about the stone tablets God wrote, and the big holy casket they were kept in. Fascinatingly, Tom (*Magnum p.i.*) Selleck was offered the part of Indy, but declined because he was still filming *Magnum p.i.*

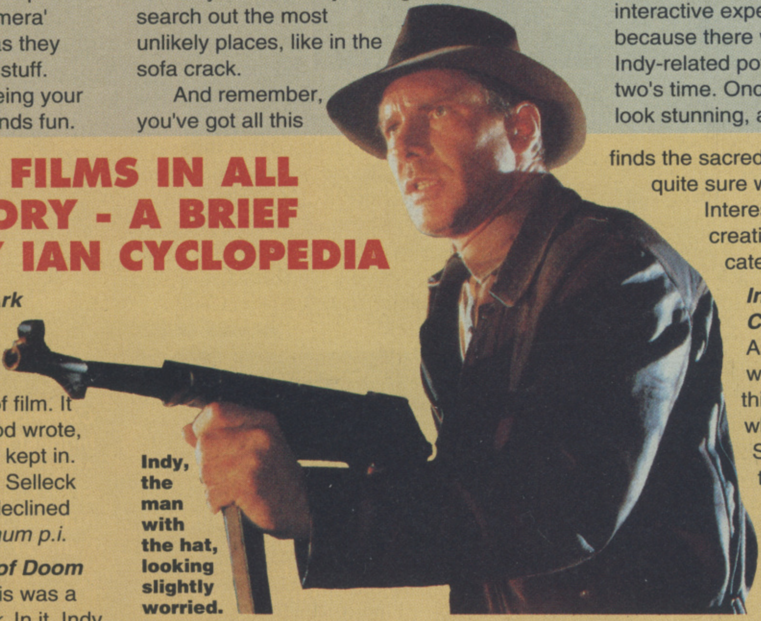
Indiana Jones and the Temple of Doom

Made in the latter part of 1984, this was a prequel to *Raiders of the Lost Ark.* In it, Indy finds the sacred Sankara stone, and isn't quite sure what to do with it.

Interestingly, this movie led to the creation of the PG censor certificate (*that's not interesting - Ed*).

Indiana Jones and the Last Crusade

As well as Harrison Ford (who was born with two surnames), this film starred Sean Connery who grew up in Edinburgh, Scotland, but whose ancestors originally hailed from Ireland. Sean currently resides in America, and has a charming Italian wife who makes superb chocolate-flavour cupcakes.



Indy, the man with the hat, looking slightly worried.

STRIKER

in the Crypts of Chaos (to give it its full title) is an engaging tale about one man's love for his pencil case. Or it's a dark trip into the dungeons of terror. Read on to find out which...

Could this game be about football? Could it be about militant Yorkshire miners? No. It's actually about an old wizard-type dude who wanders the Crypts Of Chaos looking for undead creatures to destroy. Sounds, er, fascinating.

You play this old geezer, who is out walking one day when the world opens up and he tumbles into the hideous realms of darkness underneath. Luckily he's got his head screwed on (not like those old people you see on buses who never have the right change and don"t seem to have any idea of their intended destination).

Ultimately, you have to free a captured maiden, who's been lying around in a tower, crying her eyes out helplessly for the last few months (as usual, eh readers?). You've got to collect bits of scrolls and, er, other magic stuff as well, (though it seems *CodeMasters* are a bit unclear on this point).

Anyway, there you are, deep in the underworld, when suddenly and without warning, dozens, probably hundreds, of nasty, evil skeletons drop down from the ceiling. As they're already undead, you can't kill them, but you can smack their bones very hard until they crumble and the skellies are rendered completely useless.

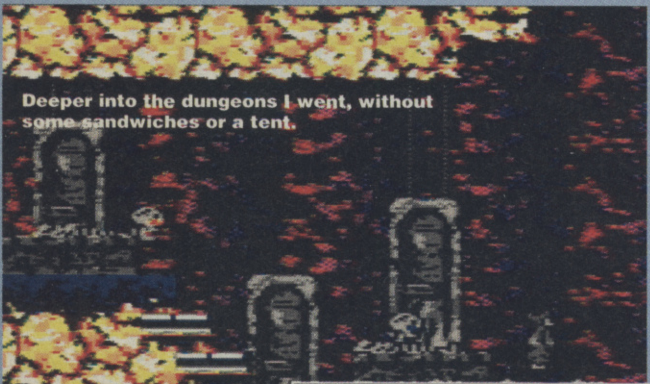
Underground everything is dank, gloomy and rather smelly (although being a computer game, you can't actually smell it). Your brave wizard struggles on, punching and kicking like a good 'un. Strangely, as well as complete skeletons, you get to meet massive skulls on their own. These take one punch then drop vertically down through the floor. Very realistic, I must say.

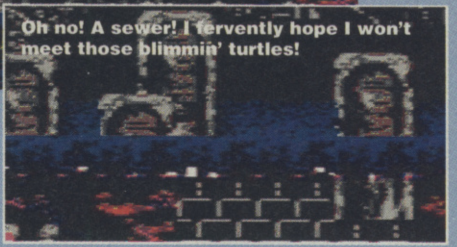
As you get further into the game, you find extra weapons that have a poky range on them, so you don't need to get too close to the nasties before getting rid of them. The weapon that fires dart things is especially useful against end-of-level baddies (there are many).

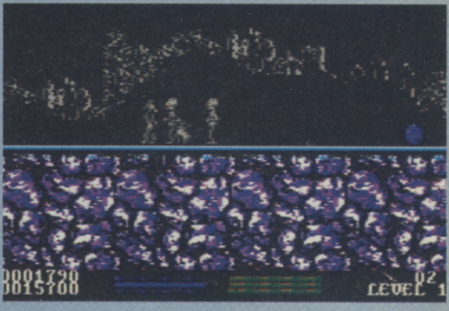
If the idea of wandering around underground, punching and kicking the baddies who keep materialising sounds a little bit familiar, you'd be 100% correct. *Striker In The Crypts Of Chaos* is being written by the same dudes who lovingly pieced together *Switchblade* (for *Gremlin Graphics*) a few seasons ago. From this preview, you might deduce that they've lost none of the magic that made *Switchblade* such a great platformer. You could be right.

Of course,your favourite fearless, feisty (look it up) *Commodore Format* will have the full review just as soon as the game is ready (it should be next month).

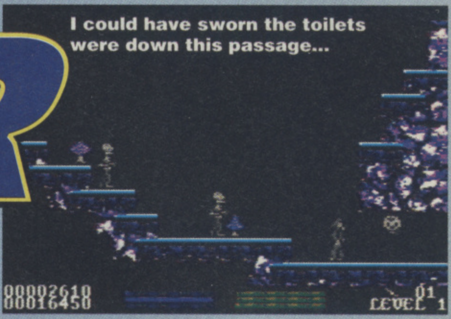
JAMES LEACH

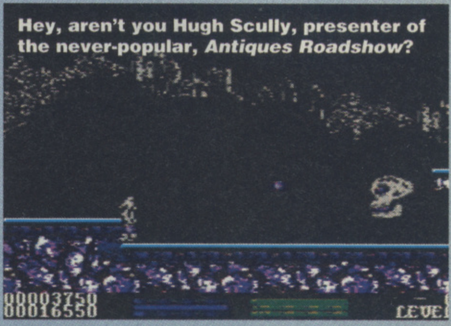

Deeper into the dungeons I went, without some sandwiches or a tent.

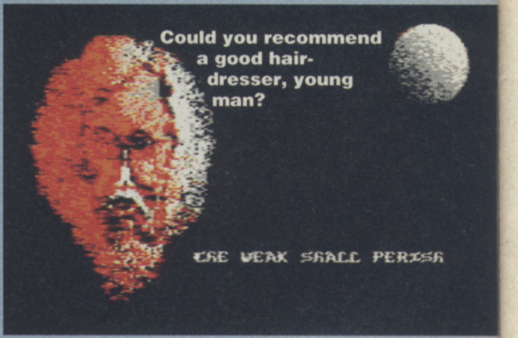

Oh no! A sewer! I fervently hope I won't meet those blimmin' turtles!



Hello. Could you tell me the way to... Ow! Really! You skeletons are so violent!


I could have sworn the toilets were down this passage...


Hey, aren't you Hugh Scully, presenter of the never-popular, *Antiques Roadshow*?


Could you recommend a good hairdresser, young man?

Game	**Striker**
Publisher	**CodeMasters**
Release	**May**
Contact	**0926 814132**

SNIPPETS

JOIN THE CLUB

If you're a fan of *Thalamus* games, you can now become a member of their club. You'll receive info on new releases for the C64 and other machines, developments in the software world and tips and cheats for *Thalamus* games. Write enclosing an SAE to: Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire.

LIGHT FANTASTIC PART 2

Remember in Snippets last month we reported that *Light Disk64* had been launched? Well we jumped the old gun a bit. The first edition of this disk-based magazine will be available from the 25/4/92 at a price of £4.50 from Datasphere Publications, 7 Fallowfield Close, Norwich, NR1 4NW. Sorry about the wait if you've already sent off.

HOW MANY?

***Commodore Format* is now the World's biggest selling C64 magazine, and that's official, with each issue selling in excess of 55,178. That's an increase of 10% on our last audited figure! This increase is thanks to your support, so, uuh, thanks. We're not going to rest on our laurels though. We will be pushing as hard as ever to bring you the brightest, breeziest and best mag for your computer, every single month.**

Advertisement

WIN!

The Most Explosive Arcade Machine you've ever seen!!

TERMINATOR 2 JUDGMENT DAY
MIDWAY
T2
TERMINATOR 2 JUDGMENT DAY

The prize is worth a cool

£4000!

The game features actual footage from the film!

It's been called the most exciting machine ever!

You could be the lucky winner if you call!

0891 101990 NOW!

DARK CASTLE
Might and Magic
Immortal
FATAL REWIND
FAERY TALE
STARFLIGHT
KING'S BOUNTY
F22
Populous
ELECTRONIC ARTS

WIN!

WIN A SEGA MEGADRIVE!

PLUS A COMPLETE SET OF ELECTRONIC ARTS GAMES!

WHEN YOU HAVE TO SHELL OUT AROUND £30 A GAME FOR YOUR MEGADRIVE WHAT BETTER PRIZE TO WIN THAN 25 OF THE BEST GAMES AROUND! PLUS WE'LL THROW IN A CONSOLE TOO!!

0891 101990 NOW!

Calls cost 36p (cheap rate) and 48p (at all other times) per minute incl VAT. The lines are unofficial and have no connection with the featured artists or their business organisation. Competitions close on April 30th 1992. Maximum length of call is approximately 5 minutes which will cost £1.80 at cheap rate. Matrix Solutions Ltd. Bristol, BS1 3RH

UNDER AATTACK!

Each ring on the scanner shows how many months games are away from release. So you count 'em down, and when they reach the *CF* centre they will be in the shops!

NOBBY THE AARDVARK

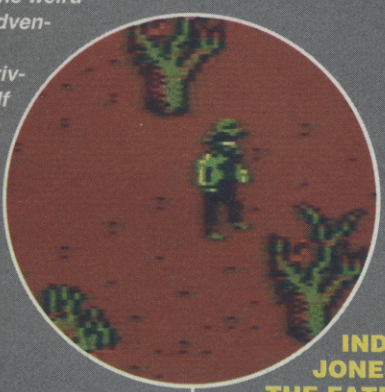
Thalamus

Crazy or what? As Nobby wanders towards the centre of the scanner, anticipation builds up in the CF office.

EXILE

Audiogenic

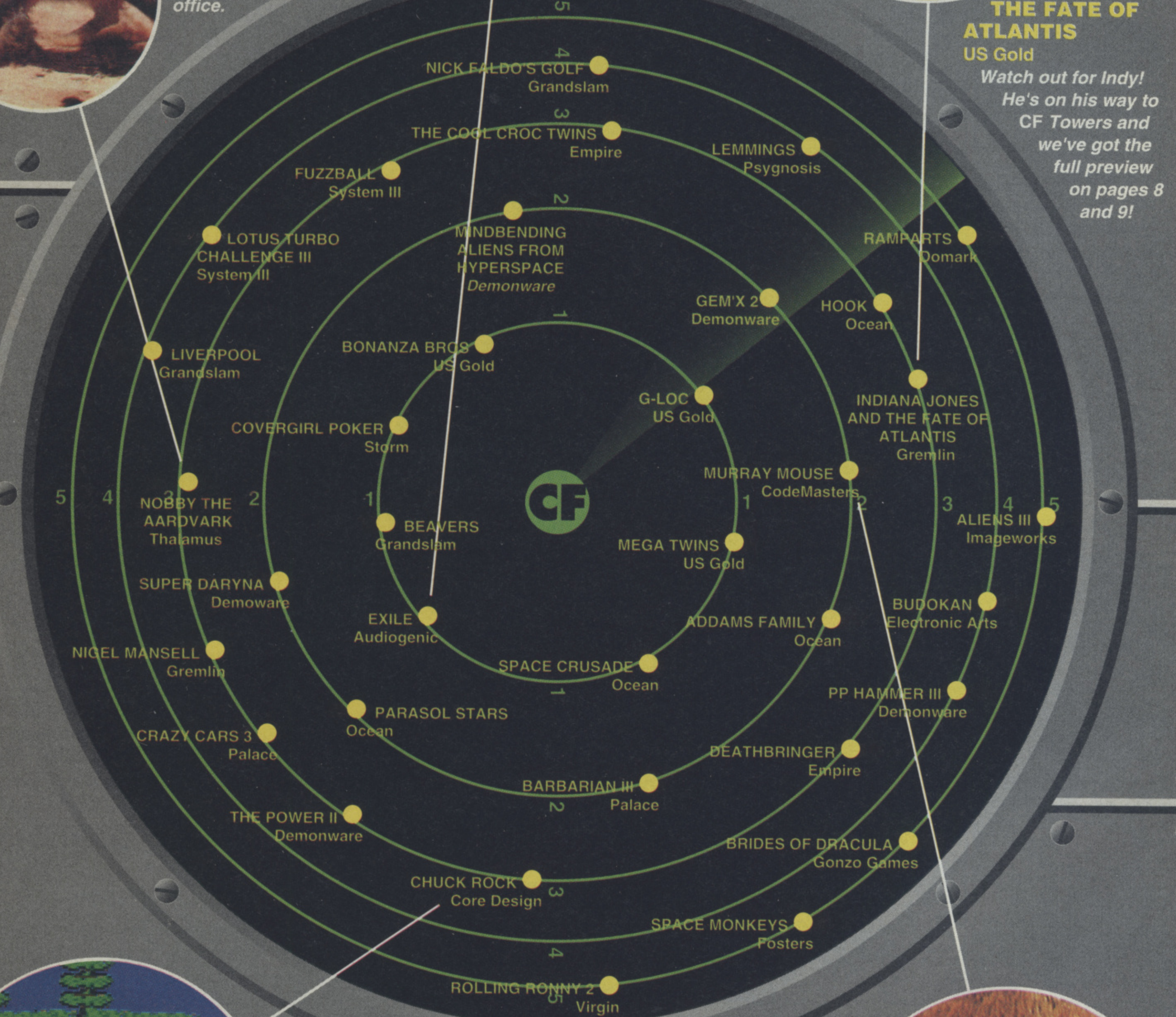
Finally, the weird space adventure is hyperdriving itself onto the shelves of your local post office.



INDIANA JONES AND THE FATE OF ATLANTIS

US Gold

Watch out for Indy! He's on his way to CF Towers and we've got the full preview on pages 8 and 9!



CHUCK ROCK

Core Design

He's no intellectual threat to TMB, and he's on his way to our review pages - oh no!

MURRAY MOUSE

CodeMasters

Yet another fascinating Codies character makes a scanner appearance.

CITIZEN

ALWAYS A GOOD IDEA

DOT MATRIX & NOTEBOOK PRINTERS

Silica presents some great offers on the award winning range of high quality matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and output. Our confidence in Citizen's quality is such that we are pleased to include a 2 year guarantee with every printer. Plus, if you buy a Citizen printer from us, we will give you the Silica Systems Printer Starter Kit (worth £29.38), *FREE OF CHARGE!*

FREE DELIVERY
Next Day - Anywhere in the UK mainland

FREE STARTER KIT
Worth £29.38 - With every Citizen printer from Silica.

2 YEAR WARRANTY
Silica offer a 2 year warranty (including the printer head) with every Citizen printer from Silica.

WINDOWS 3.0
Free Windows 3.0 driver.
Included with the Silica Starter Kit.

FREE COLOUR KIT
With every Swift 9 and Swift 24e printer.

FREE HELPLINE
Technical support helpline open during office hours.

MADE IN THE UK
Citizen printers are manufactured to high standards.

NEW! LOW PRICE
CITIZEN 120D+

9 PIN PRINTER

144 CPS **80** COLUMN

- *Citizen 120D+ - 9 pin - 80 column*
- *144cps Draft, 30cps NLQ*
- *4K Printer Buffer + 2 Fonts*
- *Parallel Interface as Standard*
- *Graphics Resolution: 240×240dpi*
- *Epson and IBM Emulation*
- *Pull tractor & bottom feed*
- *FREE Silica Printer Starter Kit*

RRP: £199
STARTER KIT £25
TOTAL RRP: £224
SAVING: £109
SILICA PRICE: £115

SERIAL INTERFACE OPTION
The 120D printer is available with a serial interface for £115+VAT.
Ref: PRI 2125 - £135.13 inc VAT.

£115
+VAT=£135.13 ref: PRI 2120

9 PIN PRINTERS

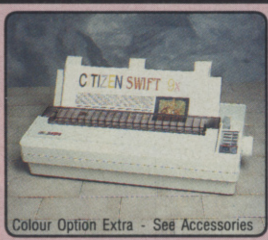
CITIZEN SWIFT 9
FREE! COLOUR KIT

192 CPS **80** COLUMN

- *Citizen Swift 9 - 9 pin - 80 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240×240dpi*
- *Epson and IBM Emulation*
- *FREE Colour Kit*
- *FREE Silica Printer Starter Kit*

RRP: £239
COLOUR KIT £38
STARTER KIT £25
TOTAL RRP: £302
SAVING: £123
SILICA PRICE: £179

£179
+VAT=£222.08 ref: PRI 2209



192 CPS **136** COLUMN

- *Citizen Swift 9x - 9 pin - 136 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240×240dpi*
- *Epson and IBM Emulation*
- *A3 landscape printing*
- *FREE Silica Printer Starter Kit*

RRP: £329
STARTER KIT £25
TOTAL RRP: £354
SAVING: £105
SILICA PRICE: £249

£249
+VAT=£292.58 ref: PRI 2309

NOTEBOOK PRINTER

CITIZEN PN 48
WORLD'S SMALLEST & LIGHTEST A4 NOTEBOOK PRINTER

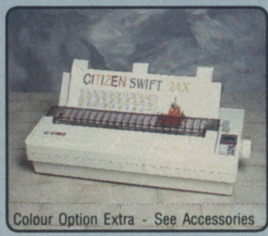
64 CPS **80** COLUMN

- *Citizen PN48 Notebook Printer*
- *Non-impact Printing On Plain Paper*
- *LASER QUALITY - 64cps*
- *4K Printer Buffer + 2 Fonts*
- *Rear and Bottom Paper Loading*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM, NEC P6 & Citizen Emulations*
- *Power: Mains, Battery or Car Adaptor*
- *FREE Silica Printer Starter Kit*

RRP: £325
STARTER KIT £25
TOTAL RRP: £350
SAVING: £101
SILICA PRICE: £249

£249
+VAT=£292.58 ref: PRI 2100

24 PIN PRINTER



192 CPS **136** COLUMN

- *Citizen Swift 24x - 24 pin - 136 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 4 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM and NEC P6 Emulation*
- *A3 landscape printing - FREE Colour Kit*
- *FREE Silica Printer Starter Kit*

RRP: £489
STARTER KIT £25
TOTAL RRP: £514
SAVING: £165
SILICA PRICE: £349

£349
+VAT=£410.08 ref: PRI 2574

24 PIN PRINTERS

NEW!
CITIZEN SWIFT 24e
FREE! COLOUR KIT

216 CPS **80** COLUMN

- *Citizen Swift 24e - 24 pin - 80 column*
- *216cps Draft, 72cps LQ*
- *8K Printer Buffer + 6 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM & NEC P6+ Emulation*
- *FREE Colour Kit*
- *FREE Silica Printer Starter Kit*

RRP: £365
COLOUR KIT £38
STARTER KIT £25
TOTAL RRP: £428
SAVING: £169
SILICA PRICE: £259

£259
+VAT=£304.33 ref: PRI 2534

NEW!
CITIZEN 224
Colour Option Extra - See Accessories

192 CPS **80** COLUMN

- *Citizen 224 - 24 pin - 80 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 2 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson and IBM Emulation*
- *Colour Option Available*
- *FREE Silica Printer Starter Kit*

RRP: £269
STARTER KIT £25
TOTAL RRP: £294
SAVING: £95
SILICA PRICE: £199

£199
+VAT=£233.83 ref: PRI 2484

24 PIN PRINTER

GOLD AWARD
Best Budget Printer 1990
Micro Decision

144 CPS
80 COLUMN

- *Citizen 124D - 24 pin - 80 col*
- *144cps Draft, 48cps LQ*
- *8K Printer Buffer + 2 Fonts*
- *Parallel Interface*
- *Graphics Res: 360×360dpi*
- *Epson and IBM Emulation*
- *FREE Silica Printer Starter Kit*

CITIZEN 124D

RRP: £249
STARTER KIT £25
TOTAL RRP: £274
SAVING: £105
SILICA PRICE: £169

£169
+VAT=£198.58 ref: PRI 2534

ACCESSORIES

SHEET FEEDERS			
PRA 1200	**120D**		£71.38
PRA 1215	**124D/224 Sw9/24/24e**		£88.70
PRA 1228	**124D/224 Sw9/24/24e**		£42.00
SERIAL INTERFACES			
PRA 1189	**120D+**		£56.45
PRA 1209	**124D/224 Swift 9**		£32.25
PRA 1709	**Swift 24/24e**		£26.38
32K MEMORY EXPN			
PRA 1753	**124D/224 Swift 24/24e**		£13.10
PRINTER STAND			
PRA 1242	**124D/224 Sw9/24/24e**		£24.03
PRA 1274	**Swift 9x/24x**		£30.66
ORIGINAL RIBBONS			
RIB 3520	**120D/Swift 9 Black**		£2.91
RIB 3949	**Swift 9x Black**		£7.15
RIB 3924	**124D/224 Sw24/24e Black**		£4.20
RIB 3936	**Swift 9/24/24e Colour**		£15.63
RIB 3248	**PN48 Single Strike**		£3.61
RIB 3348	**PN48 Multi Strike**		£3.61
COLOUR KITS			
PRA 1236	**Swift 9/24/24e**		£35.25
PRA 1240	**Swift 9x/24x**		£35.25
PN48 ACCESSORIES			
PRA 1148	**PN48 Battery**		£51.70
PRA 1155	**PN48 Cable Extn**		£ TBC
PRA 1162	**PN48 Car Adaptor**		£ TBC

All prices include VAT and Free delivery.

STARTER KIT

FREE!

Worth: £25 +VAT=£29.38

To get you up and running with your new printer from Silica:

- ***3½" Disk - Amiga & ST Drivers***
- ***3½" Disk - Drivers for Windows 3***
- ***2 Metre Parallel Printer Cable***
- ***200 Sheets of Continuous Paper***
- ***100 Continuous Address Labels***
- ***5 Continuous Envelopes***

If you already own a printer, and would like to buy a kit, you may order one (ref: KIT 5500) for £24.95 - £5 off RRP!

200 PRINTER PACK

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a ''Same product - Same price'' basis.
- ***ESTABLISHED 12 YEARS:*** Proven track record in professional computer sales.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available for large orders.
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
- ***PAYMENT:*** By cash, cheque and all major credit cards.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the ''Silica Systems Service''.

☎ MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB **Tel: 071-629 1234**
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

To: Silica Systems, Dept CMFOR-0192-55, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A CITIZEN COLOUR CATALOGUE

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Company Name (if applicable): ....

Which computer(s), if any, do you own? 55D

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

Commodore Repairs

There you were playing the latest combat mission when, ***WHAPP!***

Not only did you destroy your enemy, but the dog took fright and a chip popped out of your memory!

What's your plan of action to complete your mission?

Simple!

To get you back on top playing form, call Michelle or Julie on **0733 391234**, and be ready to quote your:

- **Mission number -** *CFR4/92*
- **Name**
- **Address and Postcode**
- **Computer type**
- **Serial number**

... and what you think has doomed your games computer operations.

Our experienced computer technicians will repair your computer to the highest standards at a price you can afford.

Special Offer - £5.00 off!
(until 30th April 1992)
C64 now £42.50, Amiga 500 now £52.50, making this a mission that is definitely not impossible! Payment can be made by Cheque, Postal Order or Credit Card. Part refund will be made if your computer is found to be beyond economic repair.

No hidden extras...
All parts and labour are covered by this one charge - including its safe return, ready for you to resume your skills in action.

... and FREE software!
Also, when you send in your repair, we will send you a **FREE** game software package.

But hurry, your games skills are dying fast!

NRC
COMMODORE APPROVED
National Repair Centre
A division of the Facilities Management Group

ABSOLUTELY FREE!
A piece of the action with a game software package

FREE SOFTWARE & £5.00 DISCOUNT

Call Michelle or Julie on
0733 391234

The Commodore Approved National Repair Centre
FMG House, Newcombe Way, Orton Southgate, Peterborough PE2 0SF

CFR4/92

"Hey, Trent, it's Lent!" we rhymed at the Ed. In return he hit us. So, topically, this month the crack SAS review combat team discusses what it's giving up. As well as this feast of boring trivia, we explain in traditional English exactly what those weird symbols mean, and how they'll have a profound effect on your games-buying habits. It's all here, so read on!

POWERPLAY

TRENTON WEBB

Trenton claims to be perfect, and to have no vices. So there's nothing he *can* give up. "Modesty?" we ventured. Then, he hit us again. The rest of the *CF* crew think he should give up his boxing lessons. The last punch gave Cathy amnesia, and Lam still has double-vision. Meanwhile, Trent's biceps swell...

JAMES LEACH

James is vowing to give up taping bits of bread to his kitchen window. Apparently, the thrill he gets when a wide variety of garden birds bounce off on to the patio is wearing thin. He's also giving up his habit of recreating World War II land battles in his bedroom. The smell was upsetting his flatmates.

STUART CAMPBELL

Stuart was going to give up platform games for Lent, or at least that was the case until a certain *Super Seymour* popped up. Since then he has been trying to give up *Super Seymour*. As he's annoyingly good though, we all think he should give up beating our high scores instead!

PAUL LYONS

Last year Paul gave up eating anything he didn't actually grow or catch himself. A week later he was down to four stone. Apparently, he'd caught a small frog in his pond as well as two houseflies, and had succeeded in growing some cress. This year Paul is giving up Lent altogether for the 40 days it lasts.

ROGER FRAMES

Roger didn't seem entirely sure what the religious significance of Lent was. He thought it was a time when you had to give up anything you'd been lent in the last 40 days. We put him right and he was incredibly relieved.

"I thought I'd have to give back all the 64 games that *CF* Lent me over half-term!"

NEIL WEST

Neil is such a sweet boy. He's another person who has nothing bad to give up. Well, almost nothing. He said:

"My mummy has asked me not to help her around the house too much. She feels guilty when she puts her feet up while I'm dusting, ironing, vacuuming and doing the washing up and drying." Urgh.

THE MIGHTY BRAIN

TMB was particularly impressed with the idea of Lent, but not the duration. The grey glob said, "You see, to me 40 days is only as long as one of your human seconds." To show team spirit TMB has agreed to give up arrogance for an equivalent time (3 456 000 days!). Turn to p.42 to see if TMB keeps his promise!

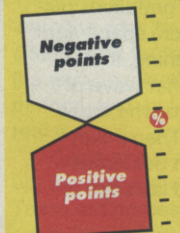
LINDA BARKER

Linda found she was spending too much time playing games, so she was going to give up Spectrums for Lent. Then her Editor on *Your Sinclair* pointed out that this would be a tinsy bit awkward. So Linda has had to make the ultimate sacrifice, and give up C64 games instead! (*She'll be back next month-Ed!*)

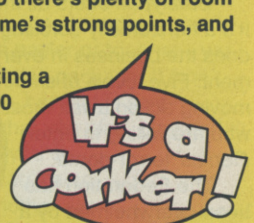
Bits'n'Bobs

Commodore Format's review system is as simple as can be. There's none of that tricky hard–to–follow nonsense here. Each review is packed with as much information as you'll need to decide if a game's for you, and it will help you get started playing. At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...

CF RATINGS



When you arrive at the end of a review you'll see one of these egg-timer shaped thingies. At the top will be the game's poor points, and at the bottom its strong points. The shape of the ratings box depends on the mark it achieves, so there's plenty of room to detail a good game's strong points, and vice versa.

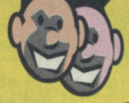

It's a Corker!

The highest rating a game can get is 100 per cent, but none ever has.

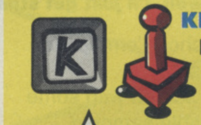
If you see a game review featuring this symbol, it means it's rated more than 90 per cent, so it's an 'official' corker and could well be worth a good look.

GAME ICONS

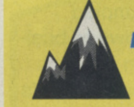
To make life easier for you we've knocked together a few 'tell–at–a–glance' icon thingamajigs so you can tell at a glance what standard feature each game contains. They are:



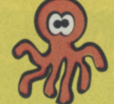
FACE – Number of players. The more heads, the more people can play.



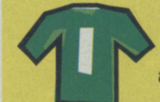
KEYBOARD / JOYSTICK Bit obvious really. It signifies the control mechanisms.



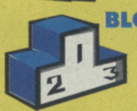
MOUNTAINS – If you can see a mountain, it means there are difficulty levels.



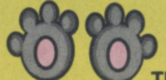
OCTOPUS – Multiload, the game is in bits if the octopus appears (tape users beware).



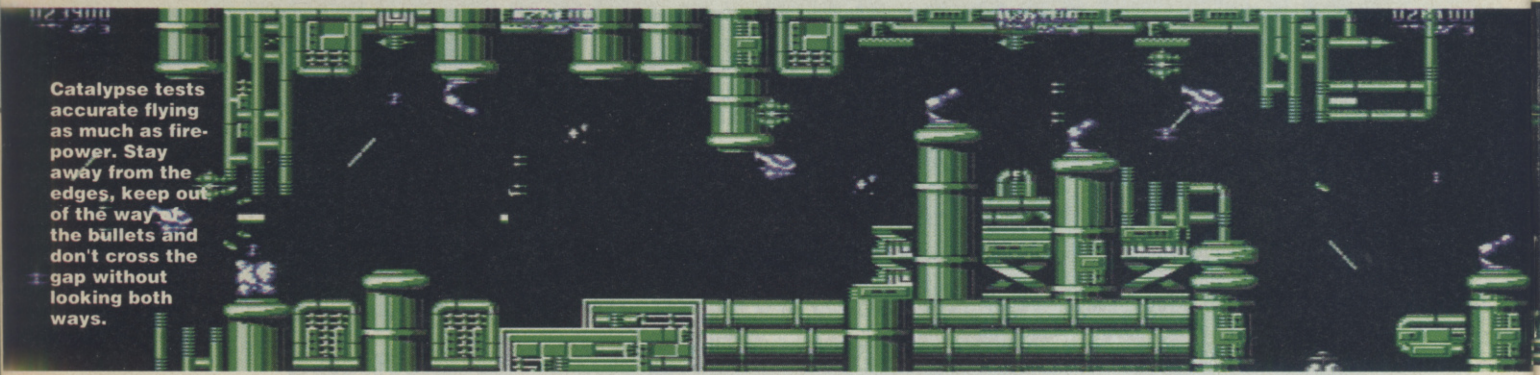
GOALIE'S SHIRT– This means there's a save option available (groan).



BLOCKS – You can prove to everybody how good you are at a game by using a high-score table.



PAWS – Yes, we're afraid that really is what it means. There's a pause mode.



Catalypse tests accurate flying as much as fire-power. Stay away from the edges, keep out of the way of the bullets and don't cross the gap without looking both ways.

CATALYPSE

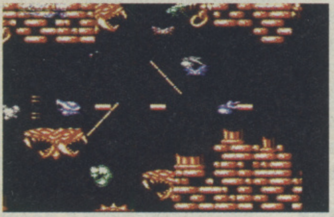
There's an old adage that states, "Shoot-'em-ups are 10 a penny, but good shoot-'em-ups are like gold dust." So it seems that Genias have struck it rich with Catalypse, a shoot-'em-up that's threatening to give senseless violence a good name.

Nothing beats a gratuitous display of high-tech, space-age fire-power. Nothing, that is, except wave after wave of kamikaze aliens who throw themselves on to your guns. Then pokey power-ups must combine with dexterous dodging, forward-thinking and lashings of luck to ensure survival.

Catalypse offers all the above and more. It's a horizontally-scrolling shoot-out that does the business in every department. Five levels of smooth moving action await those who are willing to enter *Genias*' terror-dome.

The Federation has been overwhelmed by a surprise attack from the planet Clio. As per usual, it isn't possible to send over an entire fleet to bop the Clio homeworld and only one experimental ship is available for the mission. Predictably you are the heroic fool who has volunteered for this suicide run. So off you trot to save the universe.

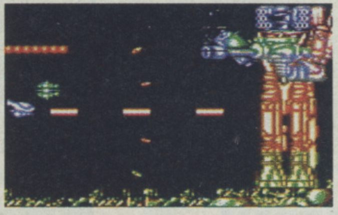
The plot cannot be described as original, but that's as far as the predictability factor goes. Once the fire-fight flares up you find yourself in a game that oozes originality, filled with flourishes that prove *Catalypse* was designed by folk who love shoot-'em-ups for folk who love shoot-'em-ups!



Stay cool or get stomped! Oh well, I'll just get stomped then!

After an animated intro screen with some threatening, but indecipherable sampled speech, *Catalypse* gets straight down to business. Your fighter is launched from a federation capitol ship, the level loads and it's time to get busy. Even before any aliens hit the screen, you are confronted with three power-up pods. Blasting these a few times in the usual manner, delivers a drone and cannons for it, and a rather spiffy spread shot for the fighter. You had better collect them, as every bit of hardware you can bolt on is essential - the aliens haven't yet begun to fight!

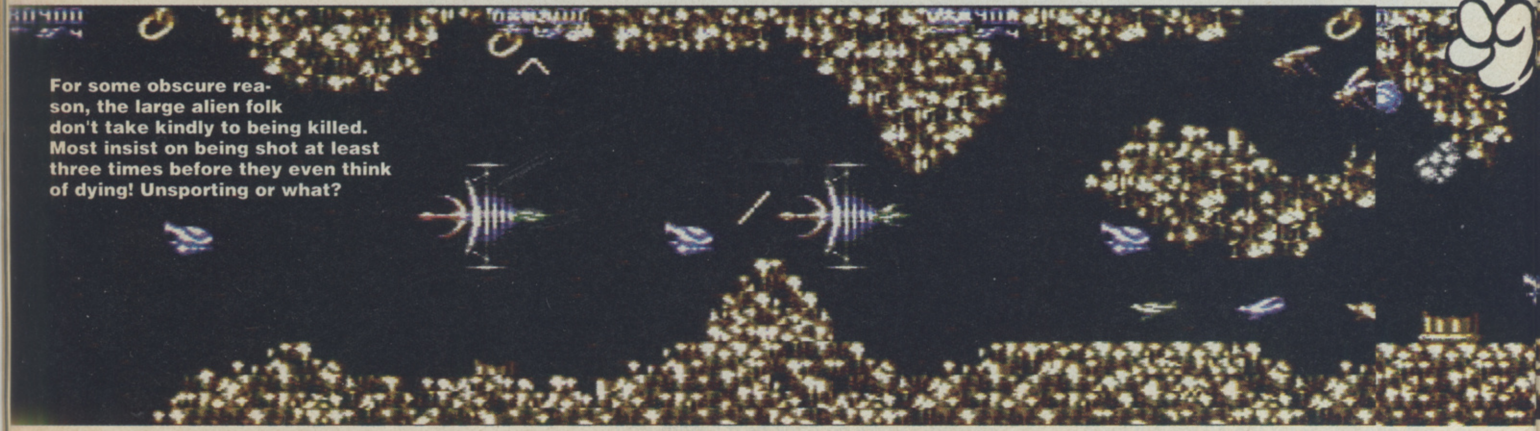
Suddenly aliens sweep into attack the freshly tooled up fighter. They attack in waves, deliberately designed to test your flying mettle. Each enemy takes three hits to destroy, so it's a case of stick and move as you chase down the weakened craft looking for a clean kill. To make matters worse there are gun emplacements on the surface and roof of the metallic tunnel, which home in with deceptive, but deadly, shots.



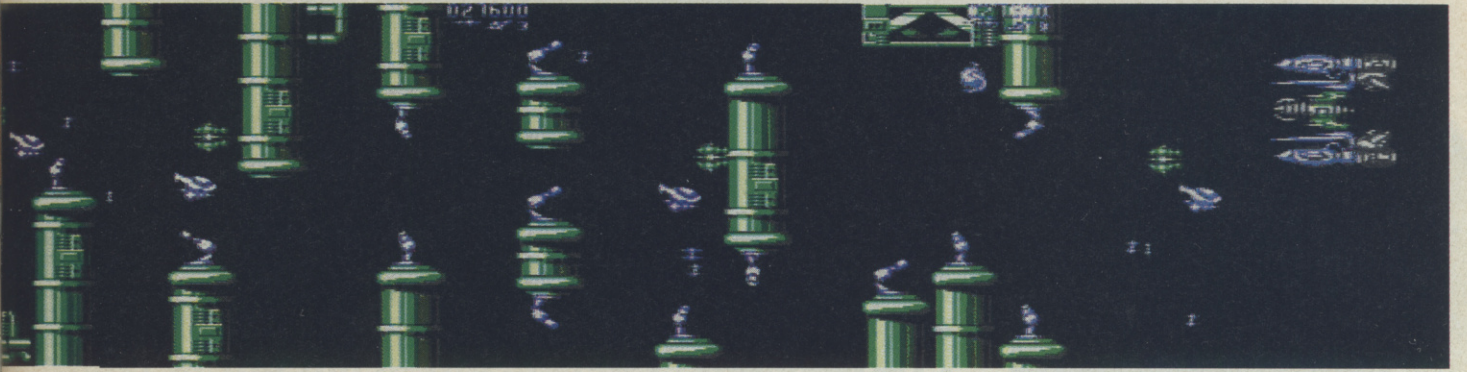
We come in peace (well sort of). Take plasma death short stuff!

You're on your own from here. The only aid comes from extra power-up pods that give additional weapons or beef up the ones you've already got. You must provide the skill and wave knowledge that will allow you to reach the massive end of level guardians.

Get into a scrap with one of the end of level leaders and you'll be impressed. Probably dead, but definitely impressed. They are huge mobile beasts that demand the very pokiest power-ups and flashiest flying to defeat. A huge eye spitter, enormous mothership and leaping lizard are just three of the five. Once you've become accustomed to the firepower, scrolling and neat design, it's these guys who provide the motive to carry on killing - you just have to see the next big baddie!

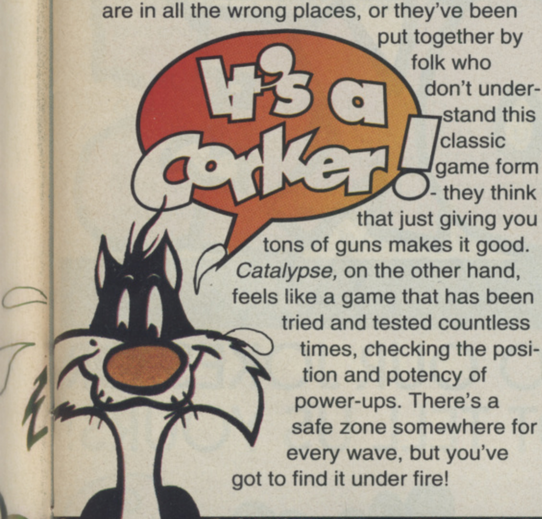


For some obscure reason, the large alien folk don't take kindly to being killed. Most insist on being shot at least three times before they even think of dying! Unsporting or what?



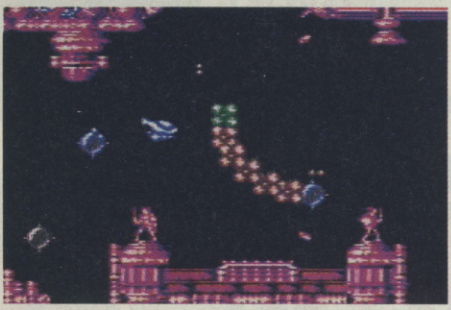
There's more to *Catalypse* than meets the eye - or indeed meeting the eye! - though. Everything about the game puts it right at the top of the blast-'em-up tree. First off, it's a variable game. At the opening title screen you can choose what kind of scrolly starfield you want as a backdrop. This isn't a major bonus as there's so much going on that you never have time to see it. The option that lifts *Catalypse* is the ability to turn enemies' guns off. The game then becomes an avoid-'em-up, and the reduced threat level allows you to dodge deeper into danger zone than you previously dared dream. This makes *Catalypse* playable, both by arcade pros who can take on an ultra-hostile foe and by the casual shooter who wants a hi-score.

Catalypse also avoids many fatal pitfalls by virtue of solid design. The majority of shoot-'em-ups suffer because there's little apparent thought in the design. Power-ups are in all the wrong places, or they've been put together by folk who don't understand this classic game form - they think that just giving you tons of guns makes it good. *Catalypse,* on the other hand, feels like a game that has been tried and tested countless times, checking the position and potency of power-ups. There's a safe zone somewhere for every wave, but you've got to find it under fire!

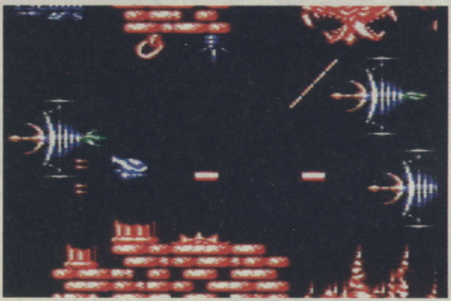

It's a Corker!

The polish doesn't end there though, as *Catalypse* boasts both an intro and outro sequence (we had a cheat). There's none of this 'well done, uuhh, game over' nonsense. Here you get a series of animated screens that provides a punchy pay-off for a game well played. *Catalypse* does have a few problems, but these are largely unavoidable, and only become obvious because the rest of the game is so well produced. The major irritant is the need to reload a level once you die; it's no hassle on disk but can be time-consuming on tape.

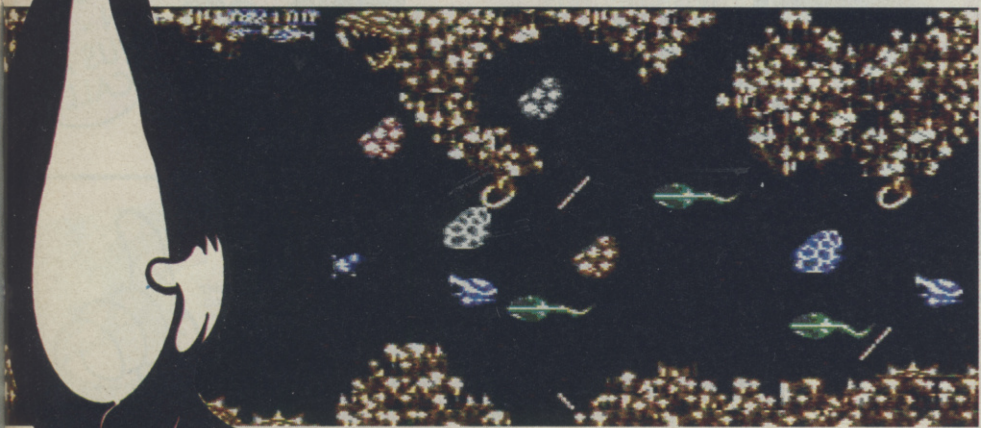
Catalypse is a quintessential example of the genre



A scrolly, bendy alien does its party 'peace' on level five. Very pretty, now brutally kill it!



For the perfect mutant space lobster bisque, just broil in lasers for 30 mins and...



The other main stumbling block - you can learn the way the waves attack - isn't even *Catalypse*'s fault. When you have mastered the early levels, they become a mechanical memory test, but even then they are still a real test.

Catalypse is a quintessential shoot-'em-up; an example of the genre at its very best. There are hordes of weapons, five very different levels, monstrous end of level guardians, a steadily increasing pace, neat design and an option to make life easier or tougher - yes Catalypse is a total action package. It won't take that long to finish, but that is simply because it demands that you play, play and play again! But when you've saved the universe, you'll actually start pining for another alien invasion - and luckily that's only a Run Stop/Shift away!

TRENTON WEBB

Game	**Catalypse**
Publisher	**Genias**
Cassette	**£9.99**
Disk	**£14.99**
Release	**Out Now**
Contact	**0462 851007**

POWER RATING

Die and the entire level needs to be reloaded.

100

91%

- **A stunning shoot-out - the best for ages.**
- **Amazingly huge guardians and aliens.**
- **Intro and end sequence.**
- **Well paced it's tough but definitely beatable.**
- **Masses of weapons, all of which can be beefed up.**
- **Five very different levels.**
- **Optional difficulty - enemy guns can be turned off!**
- **Collision detection favours the player.**
- **Brilliantly designed - new threats appear on every screen.**
- **Smooth fast scrolling and selectable starfields.**

...AND THE UPPERS

0

ADVERTISEMENT

WIN • WIN • WIN • WIN • WIN

MIDWAY
TERMINATOR 2
JUDGMENT DAY
T2
TERMINATOR 2
JUDGMENT DAY

WIN
TERMINATOR 2
JUDGEMENT DAY
ARCADE
GAME!
IT'S WORTH
A COOL
£4,000!
IT'S THE
HOTTEST
GUN GAME
EVER!
AND IT
COULD BE YOURS!

CALL:0839-993329

WIN ALL
THIS

YUP! IT
COULD ALL
BE
YOURS!

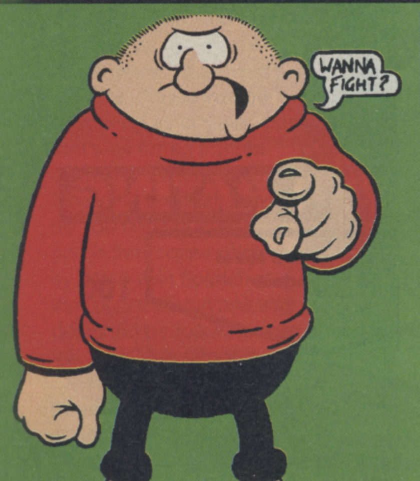
CALL:0839-993328

Starline 26

CHECK THIS OUT!
WIN THE ULTIMATE
WRESTLING GAME!
WRESTLEFEST

FEATURING: HULK HOGAN • BIG BOSS MAN • JAKE THE SNAKE • ULTIMATE WARRIOR • MILLION DOLLAR MAN • MR PERFECT • AND LOTS LOTS MORE!

CALL:0839-993327



SPEAK TO
BILLY
BUTT
HE'S A RIGHT
HARD NUT
0839-
654302

JOKES
YOU AIN'T HEARD NOTHING YET!
LISTEN TO OUR JOKES OR
WHY NOT TELL US YOURS!
0839-
654301

GO
ON - GIVE
US A
CALL!

SPEAK TO NICKY HUNT
THE LYING PERSON HONESTLY
0839-654327

Calls cost 36p (cheap rate) and 48p (at all other times) per minute inc. VAT. MEGAFONE, Sandylands House, Morecambe. LA3 1DG.
IF YOU DON'T PAY THE BILL PLEASE ASK PERMISSION BEFORE YOU CALL.

Andy Roberts' GameBusters

Cheats never prosper - but the good ones always win! If you want to join the best of the best at the top of the hi-score table on* Hudson Hawk, Cyberdyne Warrior, Equinox *or even lead the league in* Speedball 2, *read on...

EQUINOX

Thanks to Richard Beckett from York, here we have the complete solutions to the last 7 levels. Brace yourselves, this one is a real biggie!

LEVEL 2

Take TELEPORTER CREDIT, R, R, U, R, use credit and teleport, L, get DRILL, R, R, U, L, use drill on wall, take TELEPORTER CREDIT, R, D, R, U, R, D, use credit, L, L, U, get EXPLOSIVES, D, R, U, R, D, teleport, U, use explosives on wall, R, U, take CANNISTER, D, L, take TELEPORTER CREDIT, D, use credit, U, get CANNISTER, D, teleport, U, teleport, L, drop cannister in chute, R, R, U, get SPADE, R, teleport, U, R, use spade on rocky floor, D, get LEVEL 3 PASS, U, L, D, teleport, L, L, enter TRANS-LEVEL teleport and zoom to level 3.

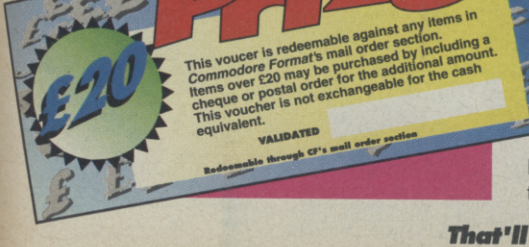
LEVEL 3

Go L, L, U, U, get KEY, D, D, R, D, use key in door, R, get SPANNER, L, U, L, U, U, R, U, L, use spanner on force-field, get TELEPORTER CREDIT, D, D, D, R, D, L, D, use credit and teleport, get CANNISTER, D, D, L, L, D, R, D, L, drop cannister in chute, D, teleport, D, get LEVEL 4 PASS, D, L, L, D, R, R, enter TRANS-LEVEL teleport and go to level 4.

£20 WINNER

This month's prestigious £20 software voucher goes to Richard Beckett from York for his well thought out and incredibly helpful Equinox solutions. He will be able to take his pick from the cracking crop of software in our mail-order section (page 56). Envious? Then send your maps, tips, solutions and POKEs to:

Andy Roberts' Gamebusters,
Commodore Format, 30 Monmouth
Street, Bath, Avon, BA1
2BW.



Prize

£20

This voucer is redeemable against any items in *Commodore Format*'s mail order section. Items over £20 may be purchased by including a cheque or postal order for the additional amount. This voucher is not exchangeable for the cash equivalent.

VALIDATED

Redeemable through CF's mail order section

LEVEL 4

Go L, L, take SPANNER, U, take USELESS OBJECT, R, drop useless object, R, D, get TELEPORTER CREDIT, L, L, U, R, use credit, L, get SPANNER, R, teleport, R, get DRILL, L, teleport, R, open explosives box with the drill, D, L, get CREDIT, L, U, R, use credit, R, get EXPLOSIVES, L, teleport, D, move rocks with explosives, get TELEPORTER CREDIT, R, use credit and teleport, D, take CANNISTER, L, L, U, R, drop cannister in chute, get SPANNER, L, D, R, teleport, D, R, U, use spanner on force-field, R, D, get LEVEL 5 PASS, L, L, L, L, U, teleport, R, D, enter TRANS-LEVEL teleport and off you go to level 5.

LEVEL 5

Go U, get EXPLOSIVES, D, D, use explosives next to rocks, R, U, U, get TELEPORTER CREDIT, D, D, L, U, U, use credit, D, get SPANNER, U, teleport, L, use spanner on force-field, get SPADE, U, U, U, R, D, use spade on rocky floor, D, get DRILL, D, L, U, U, U, use drill by cannister, get CANNISTER, D, drop cannister in chute, get TELEPORTER CREDIT, D, use credit, U, U, R, D, get KEY, L, D, teleport, use key in door, L, get DRILL, R, teleport, D, R, teleport, D, D, R, open box with drill, get LEVEL 6 PASS, L, U, enter TRANS-LEVEL teleport and then off you go to...

LEVEL 6

Get the TELEPORTER CREDIT, L, use credit and teleport, R, U, L, get DRILL, U, U, use drill, get SPANNER, then teleport, D, use spanner on force-field, R, D, D, L, get CREDIT, R, use credit, U, get EXPLOSIVES, D, teleport, use explosives on the rocks, R, U, U, U, U, U, get CREDIT, D, L, use credit, R, get CANNISTER, L, teleport, R, D, drop cannister in the chute, U, L, D, get SPADE, U, teleport, D, R, D, D, teleport, R, use spade on stony floor, get LEVEL 7 PASS, U, U, U, U, U, L, U, U, R, enter TRANS-LEVEL teleport and then move on to level 7.

LEVEL 7

Get TELEPORTER CREDIT, L, L, U, R, use credit, L, L, get EXPLOSIVES, R, R, teleport, U, use explosives on rocks, R, R, R, U, U, get CANNISTER, L, L, L, drop cannister in chute, R, get SPANNER, R, teleport, U, R, R, R, U, U, R, use spanner on force-field, D, get LEVEL 8 PASS, U, L, L, D, enter TRANS-LEVEL teleport and hurry to the final level.

LEVEL 8

Get EXPLOSIVES, D, get TELEPORTER CREDIT, D, use credit, U, get explosives, D, teleport, L, D, use explosives on rocks, get SPANNER, R, get TELEPORTER CREDIT, use credit, get spanner, teleport, L, U, L, D, use spanner on force-field, L, get CANNISTER, R, U, R, D, R, teleport, L, U, get credit, R, use credit, L, D, R, D, get EXPLOSIVES, U, L, R, teleport, U, use explosives on rocks, D, teleport, L, get CANNISTER, R, teleport, U, R, U, drop cannister in chute and - yes - you've done it! Now turn off your C64, have sit down and relax. You deserve it!

BATTLE VALLEY

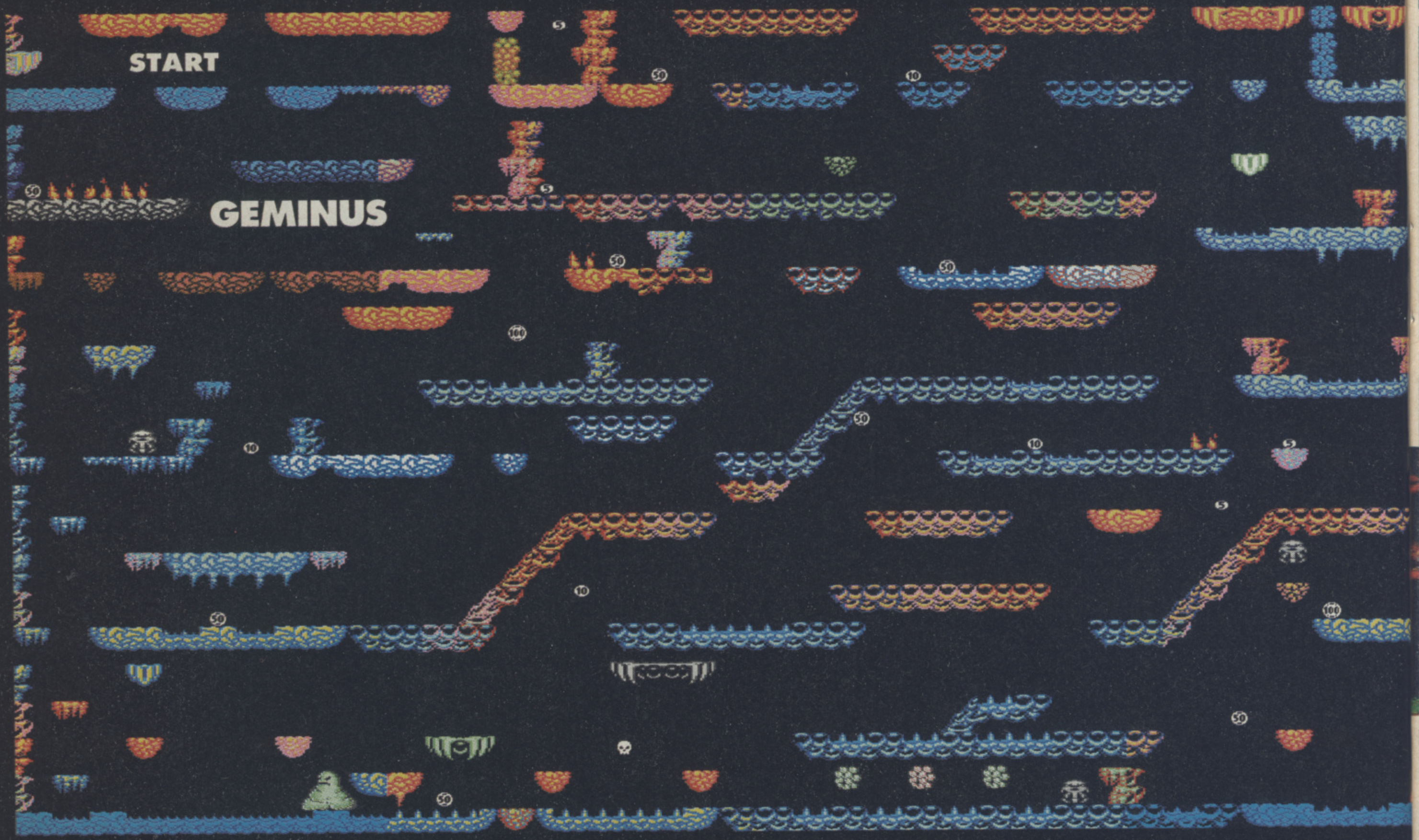
Did you know that the function keys (F1 to F7) can be used to change the speed of your vehicle? Well, thanks to Glenn King, you do now!

DIZZY DOWN THE RAPIDS

Stuck on this egg-citing (*that's enough egg 'yolks' - Ed!*) *Toobin'* clone? If you choose the 'change names' option from the title screen and change your name to SERENA M, you'll be rewarded with infinite lives plus no sprite collision.

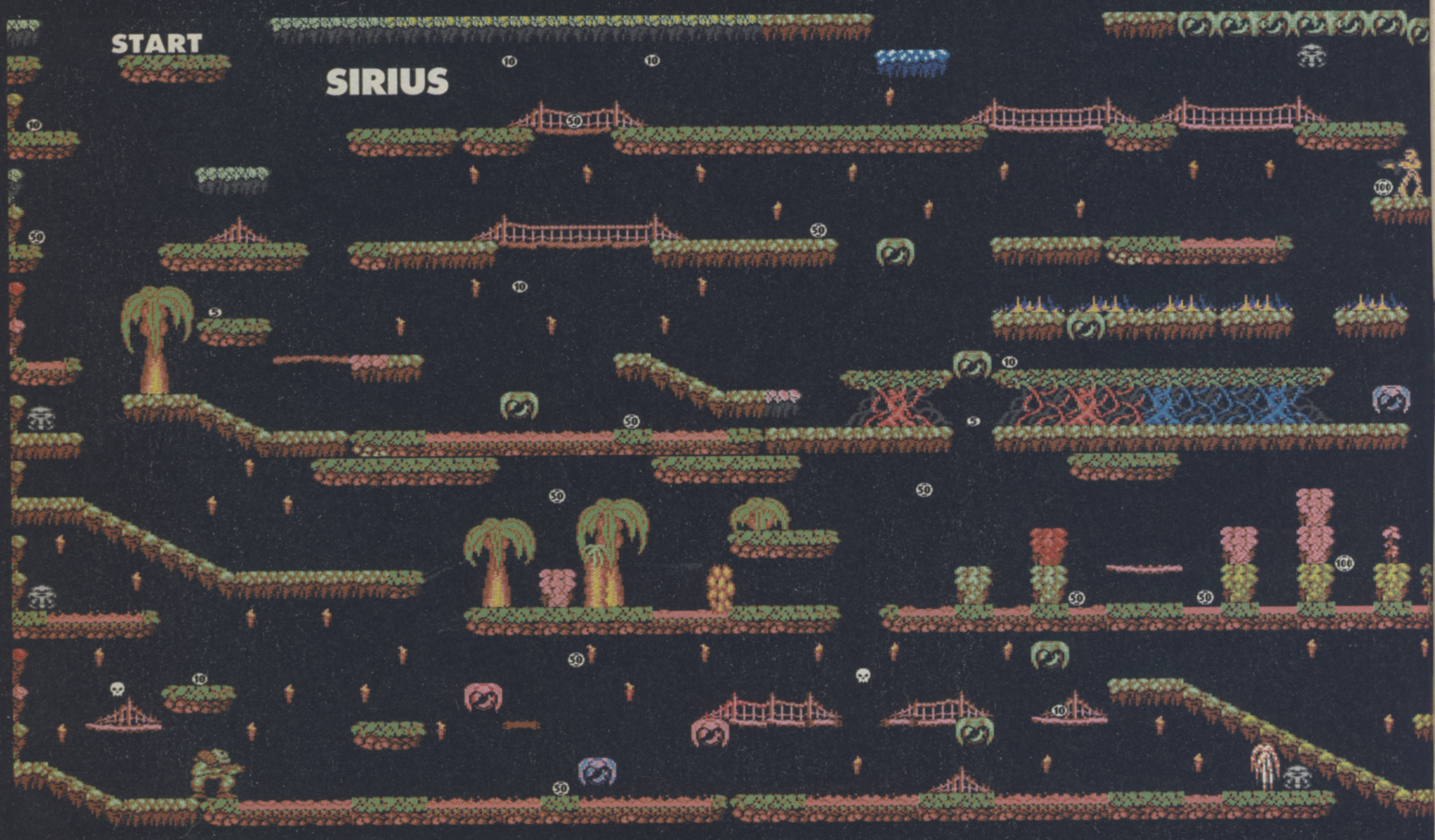
SPEEDBALL2

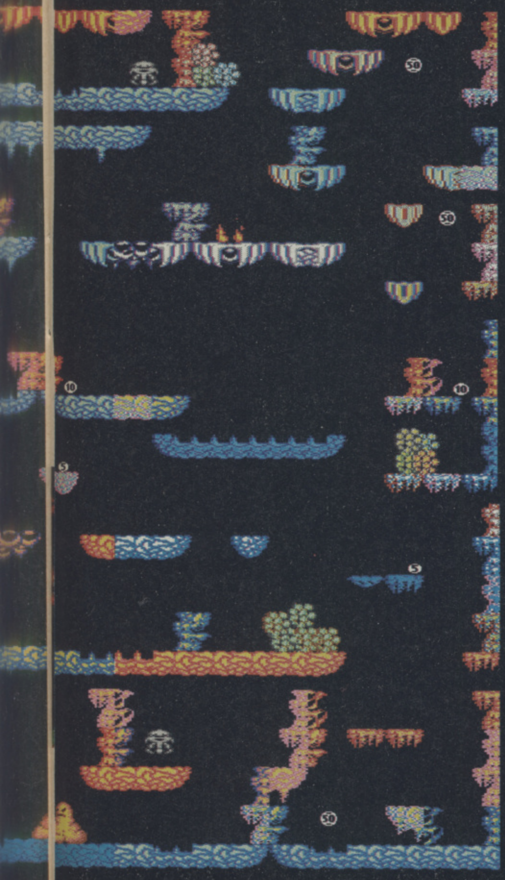
Here is a cunningly sweet little cheat mode for this excellently vicious futuresport sim, courtesy of the programmer Carl Muller, on the 'Imageworks' title screen. Type in BRADFORD-ON-AVON (including the hyphens), and you should then hear a surreal sound effect. This indicates that the cheat is active, and you can now press any of these keys during the game. Go for 'G' so you can instantly grab the ball, tap 'T' to tackle your opponent, and flick 'F' to freeze the opposition. It may not quite be 'cricket' but then...


START
GEMINUS

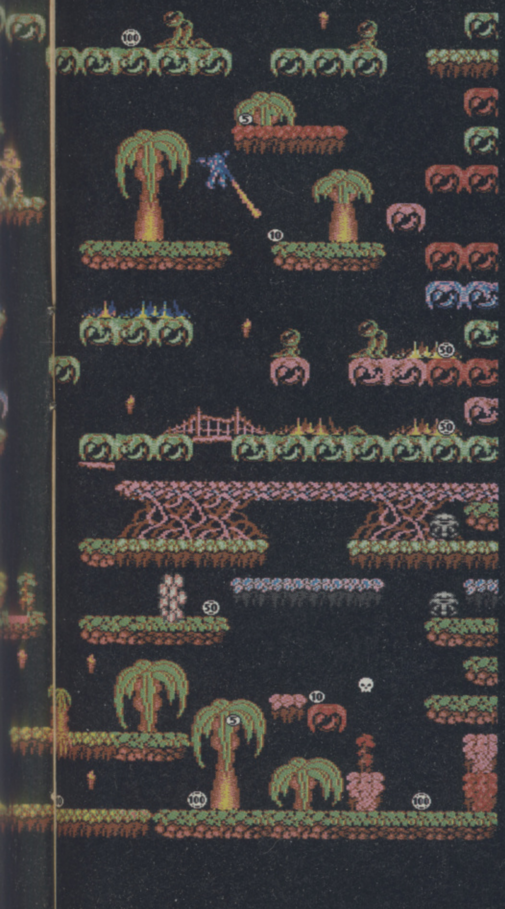
Complete maps of the Apex Powerpack classic! So it's goodbye Cyberdyne Worrier!

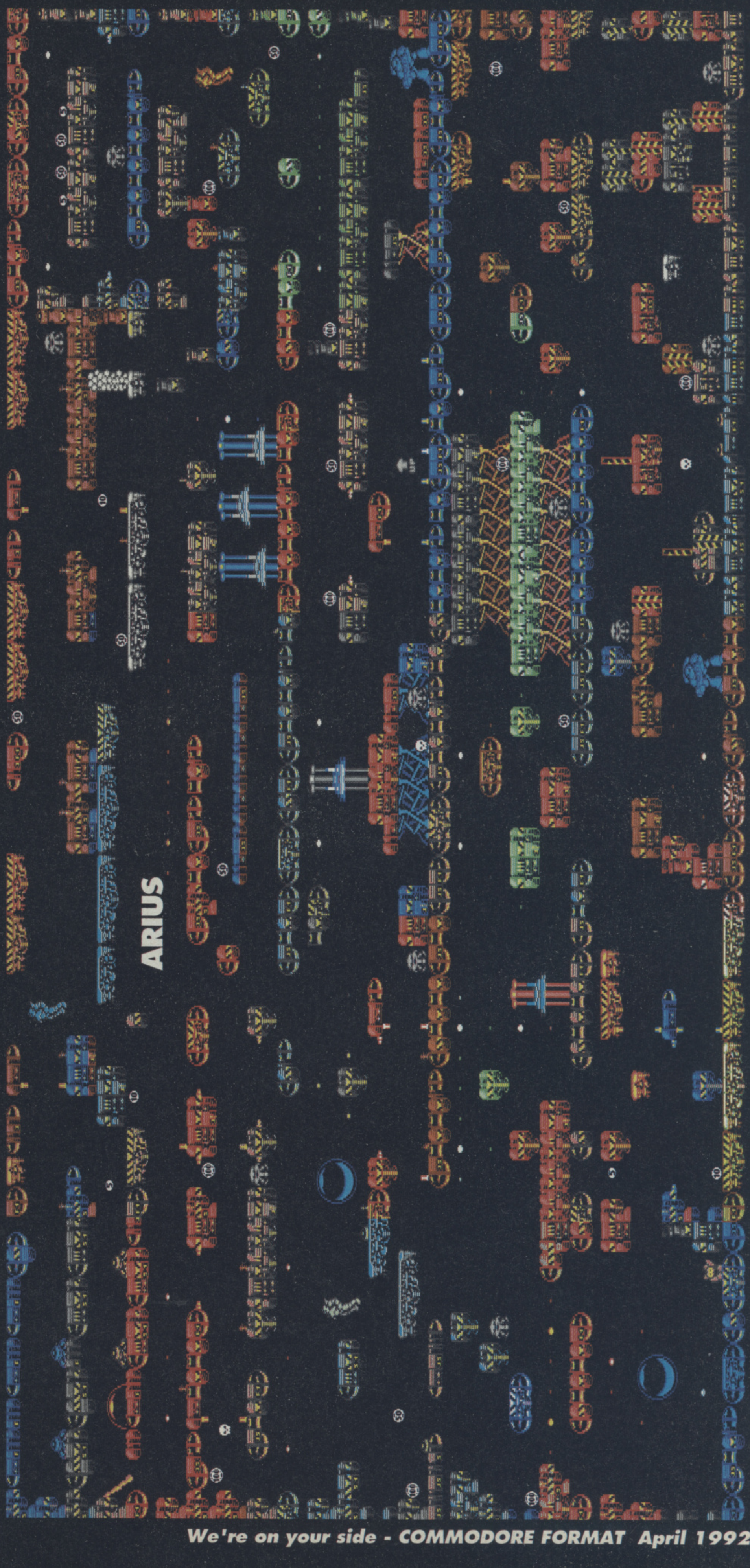
CYBERDYNE WA


START
SIRIUS

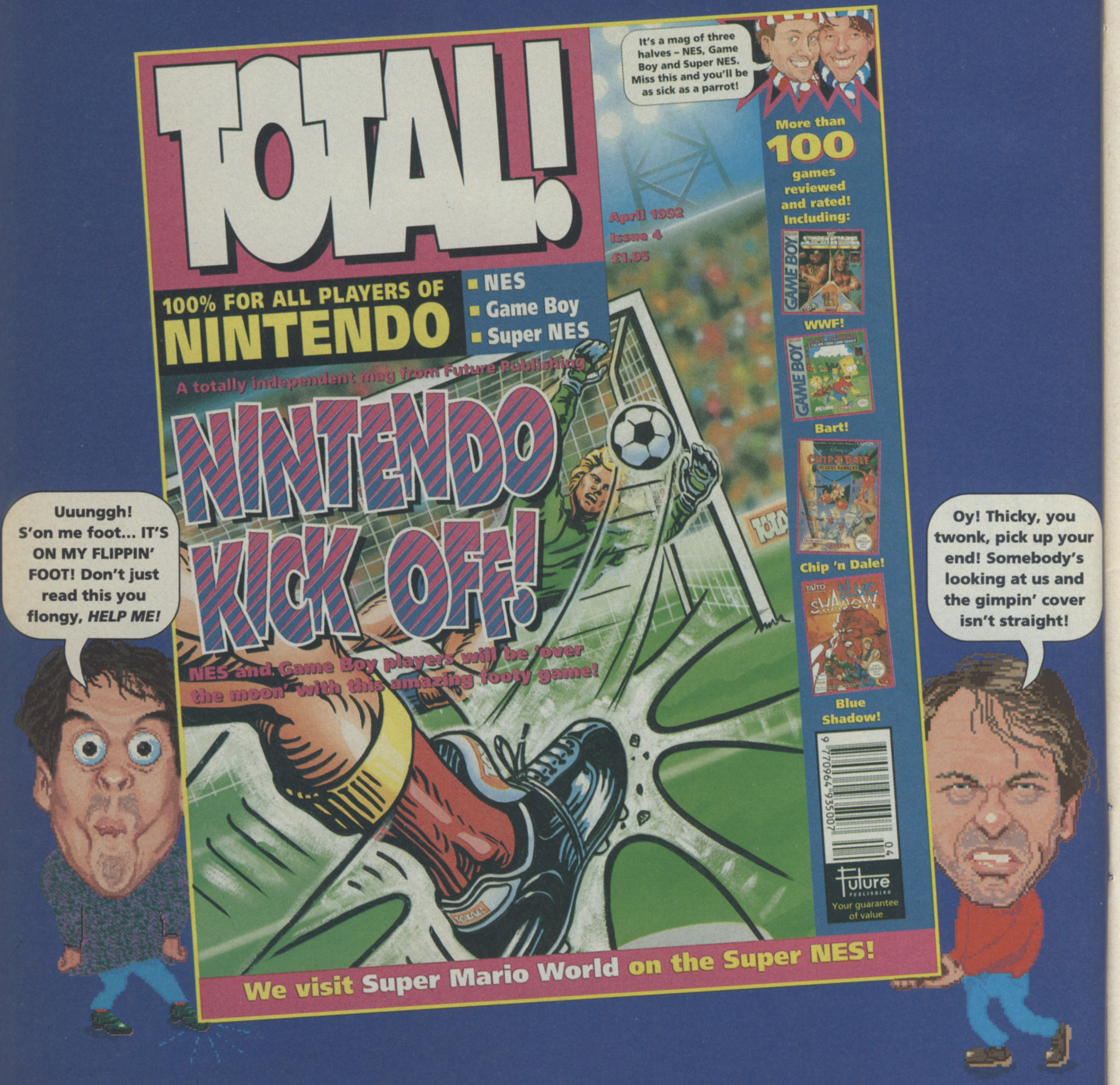


ARRIOR





TOTAL! The only magazine dedicated to Nintendo gamers. So if you own an NES, Game Boy or a Super NES then...



TOTAL!

April 1992
Issue 4
£1.95

100% FOR ALL PLAYERS OF
NINTENDO

- NES
- Game Boy
- Super NES

A totally independent mag from Future Publishing

NINTENDO KICK OFF!

NES and Game Boy players will be 'over the moon' with this amazing footy game!

It's a mag of three halves – NES, Game Boy and Super NES. Miss this and you'll be as sick as a parrot!

More than 100 games reviewed and rated! Including:

WWF!

Bart!

Chip 'n Dale!

Blue Shadow!

Future Publishing
Your guarantee of value

We visit Super Mario World on the Super NES!

Uuungghh! S'on me foot... IT'S ON MY FLIPPIN' FOOT! Don't just read this you flongy, *HELP ME!*
Oy! Thicky, you twonk, pick up your end! Somebody's looking at us and the gimpin' cover isn't straight!

... Make sure you also own a copy of TOTAL! Issue four is out NOW!

Price Buster

READ THIS!

Fast 7 day delivery

AMAZING OFFER

SELECT ANY TWO GAMES FROM THE LISTS BELOW AT DISCOUNT PRICE

i.e. £2.99	+	£2.99	not	£5.98	but	£5.60
£2.99	+	£3.99	not	£6.98	but	£6.50
£3.99	+	£3.99	not	£7.98	but	£7.40

C64 SELLERS

64 FULL PRICE	Cass.	Disk
3D Construction Kit	£16.99	£16.99
Captain Planet	New £7.50	£11.50
Cisco Heat	£7.99	N/A
Double Dragon 3	New £8.99	£11.99
Fun School 2 Range	£7.50	£9.99
Fun School 3 Range	£9.99	£12.99
Fun School 4 Range	£9.99	£12.99
Golden Axe	£7.50	£10.99
Jetsons	New £5.99	N/A
Manchester United In Europe	£8.99	£10.99
Mindstretchers (Monopoly, Scrabble, Cluedo)	£13.99	£13.99
Multi Player Soccer Manager	£7.50	N/A
Neighbours	New £7.50	£10.99
Outrun Europa	New £8.99	N/A
Pitfighter	£7.50	£10.50
Potsworth & Co.	New £5.99	N/A
Robin Smith International Cricket	£7.50	N/A
Rodland	£8.99	N/A
Rolling Ronny	£7.50	N/A
Rugby - The World Cup	£7.50	£10.50
Shadow Dancer	£7.99	N/A
Smash T.V.	£7.99	£10.50
Space Crusade	New £7.50	£11.50
Super Space Invaders	£7.50	N/A
Supremacy	£10.99	N/A
Terminator 2	New £7.99	£10.50
The Simpsons	**New £7.99**	**£10.50**
Turrican II	£7.50	£10.99
Turtles Coin Op	New £8.50	£11.50
Viz	£7.50	N/A
WWF Wrestlemania	**New £8.99**	**£10.50**

BUDGET

3D Pool	New £3.99
3D Stock Cars 2	New £3.99
APB	£3.99
Altered Beast	New £3.99
Atlantis 4 Pack	New £3.99
Autotest Simulator	£2.9
Batman The Movie	New £3.99
Biff	New £3.99
Big Nose's American Adventure	New £3.99
Bobsleigh	New £3.99
Bubble Bobble	£3.99
Bubble Dizzy	New £3.99
C.J.'s Elephant Antics	£3.99
C.J. in the USA	New £3.99
Cabal	£3.99
California Games	£3.99
Championship Golf	£3.99
Championship Wrestling	New £3.99
Chase HQ	New £3.99
Chevvy Chase	New £3.99
Cricket Master	£2.99
Defenders of the Earth	£3.99
Devastating Blow	New £3.99
Dizzy Panic	New £3.99
Double Dragon	£2.99
Dragon Spirit	New £3.99
Fantasy World Dizzy	£3.99
Fast Food	£3.99
Fighter Pilot	£2.99
First Past the Post	£3.99
Footballer of the Year	£3.99
Fruit Machine 2	£3.99
Ghostbusters II	£3.99
Ghouls & Ghosts	New £3.99
Guardian Angel	£3.99
Hard Drivin'	New £3.99
Heroes of the Lance	New £3.99
Hong Kong Phooey	£2.99
Indiana Jones & The Last Crusade	New £3.99
International Football	£3.99
Jimmy's Soccer Manager	New £3.99
Kwik Snax	£3.99
Last Ninja 2	New £3.99
Magicland Dizzy	£3.99
Mean Machine	New £3.99
Mega Hot (9 titles)	£4.50
Miami Chase	New £3.99
Midnight Resistance	New £3.99
Mig 29 Soviet Fighter	£3.99
Moonwalker	New £3.99
Multimix 1	£4.99
Multimix 2	£4.99
Multimix 3	£4.99
Multimix 4	New £4.99
Navy Moves	New £3.99
New Zealand Story	New £3.99
Operation Thunderbolt	New £3.99
Outrun	£3.99
Paperboy	£2.99
Pitstop 2	£3.99
Powerdrift	New £3.99
Pub Trivia	£3.99
Quattro Coin-Ops	£3.99
Quattro Adventure	£3.99
Quattro Arcade	£3.99
Quattro Cartoon	£3.99
Quattro Combat	£3.99
Quattro Fantastic	New £3.99
Quattro Fighters	New £3.99
Quattro Firepower	£3.99
Quattro Power	£3.99
Quattro Racer	£3.99
Quattro Sports	£3.99
Quattro Super Hits	£3.99
Quattro Skills	New £3.99
Question of Sport	£2.99
Rainbow Islands	New £3.99
Red Heat	£3.99
Renegade III	£3.99
Rick Dangerous	New £3.99
Robocop	New £3.99
Scooby & Scrappy Doo	£3.99
Shoot 'em up Construction Kit	New £4.99
Silkworm	£2.99
Sky High Stuntman	New £3.99
Slightly Magic	£3.99
Snooker Management	£3.99
Soccer Double 2	New £3.99
Spike in Transylvania	£3.99
Strider	New £3.99
Strip Poker	£2.99
Stunt Car Racer	New £3.99
Super Seymour	New £3.99
Switchblade	New £3.99
The Games, Summer Edition	£3.99
The Games, Winter Edition	£3.99
Tin Tin on the Moon	New £3.99
Tomahawk	£2.99
Toobin'	New £3.99
Top Cat Beverly Hills Cats	£3.99
Top Gun	£3.99
Treasure Island Dizzy	£3.99
Treble Champions	New £3.99
Turbo Outrun	New £3.99
Turrican	New £3.99
Tusker	New £3.99
Ultimate Golf	New £4.99
Untouchables	New £3.99
Wembley Greyhounds	£3.99
While E. Coyote	New £3.99
World Games	£3.99
Xenon	£2.99
X-Out	New £3.99
Xybots	New £3.99
Yogi & the Greed Monster	£2.99

CHART ATTACK
Lotus Esprit, Turbo Challenge, Impossomole, Cloud Kingdoms, Ghosts & Ghouls, Supercars
Cass. £10.50 Disk £13.99

MOVIE PREMIERE
Teenage Mutant Hero Turtles, Back to the Future II, Gremlins 2, Days of Thunder
Cass. £10.50

TOO HOT TO HANDLE
Golden Axe, Super Off Road Racer, Total Recall, Shadow Dancer
Cass. £12.99

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy & Magicland Dizzy
Cass. £7.50

HOLLYWOOD COLLECTION
Robocop, Batman the Movie, Indiana Jones & the Last Crusade, Ghostbusters 2
Cass. £10.99

NINJA COLLECTION
Shadow Warrior, Double Dragon, Dragon Ninja **Cass. £7.50**

DIZZY'S EXCELLENT ADVENTURES
Dizzy Panic, Kwik Snax, Spellbound Dizzy, Dizzy Prince of Yolk Folk
Cass. £7.50

FAVOURITE BOARD GAMES
Cluedo Master Detective
Cass. £7.99
Monopoly Deluxe
Cass. £7.99
Scrabble Deluxe
Cass. £7.99
Trivial Pursuit **Cass. £12.50**

DIZZY CARTOONS
Dizzy, Soika in Transylvania, Slightly Magic, C.J.'s Elephant Antics, Seymour goes to Hollywood
Cass. £7.50

RAINBOW COLLECTION
Rainbow Islands, New Zealand Story, Bubble Bobble
Cass. £7.50

POWER UP
Altered Beast, Turrican, Chase H.Q., X-Out, Rainbow Islands
Cass. £11.99

IT'S TV SHOWTIME
Bob's Full House, Bulls Eye, Every Second Counts, Blockbusters, Krypton Factor
Cass. £7.50

THE HITS 2
Creatures, Retrograde, Summer Camp
Cass. £12.99

HANNA BARBERA CARTOONS
Yogi's Great Escape, Hong Kong Phooey, Ruff & Reddy, Top Cat
Cass. £7.50

CALL US ON 24 HOUR CREDIT CARD HOTLINE
MasterCard Access **021 440 4108** VISA
Please state name, card number, expiry date & goods required

TNT 2
Hydra, Skull & Crossbones, Hard Drivin' 2, Badlands, Stun Runner
Cass. £8.99 Disk £12.99

ORDER FORM AND INFORMATION. All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: PRICEBUSTER Unit 23, 14/20 George Street, Birmingham B12 9RG.

BLOCK CAPITALS

Name: ....

Address: ....

....

....

Postcode: ....**Tel. No:** ....

Credit Card No ....Expiry Date ....

Signature ....Date ....

Name of game	Computer	Value
	Postage	
	Total	

POSTAGE RATES: Please add 50p p&p on all orders. EEC countries add £1.00 per item. Non EEC countries add £2.50 per item. Cheques payable to: Price Buster

---

FREE!

Welcome, **USA Direct** is Britain's largest importer and supplier of Commodore 64 and 128 software and accessories.

We sell everything from Educational, CAD, Graphics, Language and Utility Software to HandyScanners, 16 MegaByte RAM Packs and Hard Drives.

We've invested heavily in the latest computer technology to ensure a quick and efficient service to all our customers, wherever they may be located throughout the world.

So don't delay.
Return your completed coupon, sit back and relax - we'll do the rest...

HURRY - POST TODAY

☑ **YES** *Register my details and send me your catalogues.*

Name:..

Address:..

....

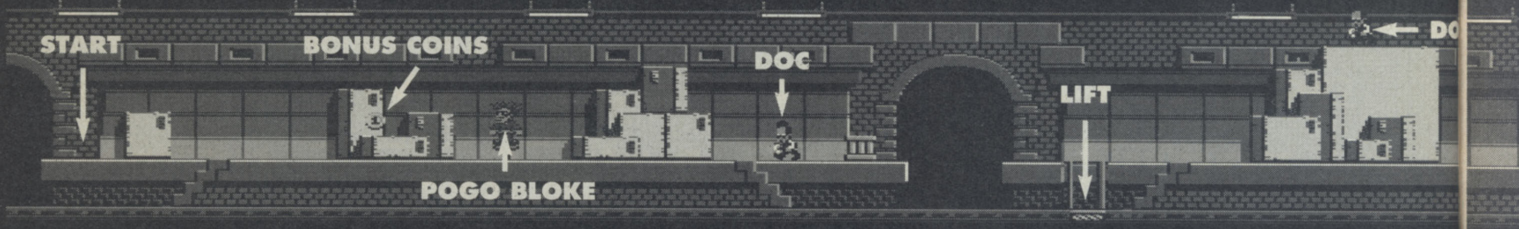
.... Postcode: ....

*I Use** ☐ *Tape* ☐ *Disk*

**Tick as appropriate*

USA DIRECT

USA Direct,
Salters Lane,
Lower Moor,
Pershore,
Worcestershire
WR10 2PE



HUDSON HAWK PART 2

Andy Roberts continues our safe-cracking guide to Mr. Hawk's smart arcade adventure, attempting to grab the 'Codex' from the heart of the Vatican. Here's how...

THE SEWERS

From the start, drop off the platform, then run right up the stairs and collect the bonus coins. Shoot the guy on the pogo-stick to stun him, then rush forward and punch him. Climb up the next set of crates and jump on to the uppermost platform - walk right as far as possible, then drop down. Go back to the left a little, kill the doctor, then push the crate off the platform and on to the lift. Now use it to climb up the next stack of crates and on to the top platform (shoot the Doc who appears).

Crawl to the edge of the gap and kill the pie-flinging opera singer, jump over the gap, then go right and climb along the tightrope. Fall off the platform, heading right as you descend (otherwise you'll get trapped, in which case retrace your steps). Now use the crates with 'arrows' to bounce over the two sets of high crates. Kill the opera singer, then push the crate off the platform and on to the lift as before. Climb up the ladder, and it's off to the next section.

THE CATACOMBS

Avoiding the spear, go right and climb down the ladder. Head right, and climb up the next ladder, but only walk over the pipe when the leaf is moving UPWARDS. Avoiding the bouncing ball, climb up the next couple of ladders, then run left and shoot the gunner twice to destroy him. Go up the ladder, then carefully head right and climb up the first ladder you encounter. Avoid the spear, climb up the ladder, then shoot the gunner as before (his bombs are tricky to dodge here). Go up the ladder and use the tightrope to cross the gap.

Now get on to one of the lifts and get off at the third exit (the bottom one, in fact). Climb down the ladder, and use the tightrope to cross over the gap - if you fall down here, you'll have to follow the map back to the lift (use switches to open any barriers). When safely across, go up the ladder, sneak past the three spears, then climb up the ladder again. Jump off to the right (ignore the switch) and make your way up.

This next section is tough. Avoiding the overhead spear, jump off the ladder and over the pipe, easier said than done, then up the next ladder. Now run all the way to the right and make for the exit - or visit the lower passage for a bonus.

VATICAN ROOF

Stay where you are and wait for the gladiator to jump up to your level - blast him twice when he does. Now run to the right, tackling the nasties as they appear. The bombers are easily avoided (they don't harm you on contact), but retreat slightly when hunchbacks appear, and wait until they've exploded before proceeding. Cross the tightrope with great caution, and shoot the hunchback just before you get off on the right-hand side - there's no other way to get past him alive. Now make a dash for the exit into...

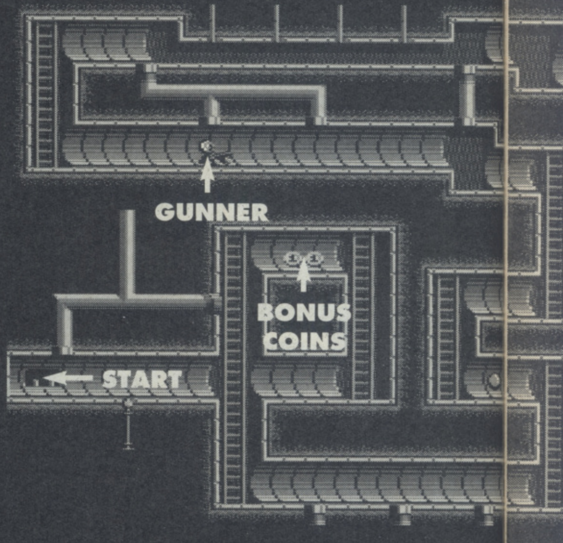
VATICAN HALLS

The first section isn't too difficult - just use the map to dispose of any Nuns and gunners you encounter. Standing on the pressure pads sets off the alarm, speeds up the Nuns, and costs you energy too. When you reach the right of the passage, climb down the ladder and head left, using the same tactics as before. Avoid the 'T' shaped blocks in the floor, as they bounce you back up to the upper level.

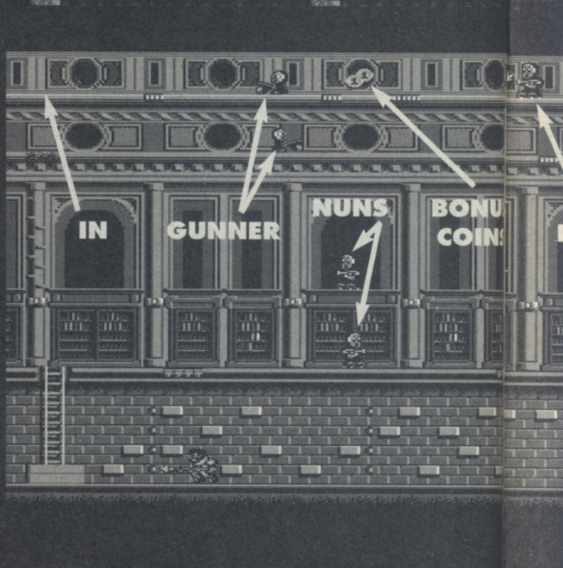
At the far left, drop down the hole into the main hall. Make your way through the 'library' using the same tactics as before, but make sure you jump across the gaps. Climb down the ladder at the far right and head leftwards, again killing everybody. The pressure pads here will bounce you up to the top level, so take care when jumping. Climb down the ladder at the far left into the final - and most difficult - area. Shoot the gladiator straight away, then head right jumping from platform to platform.

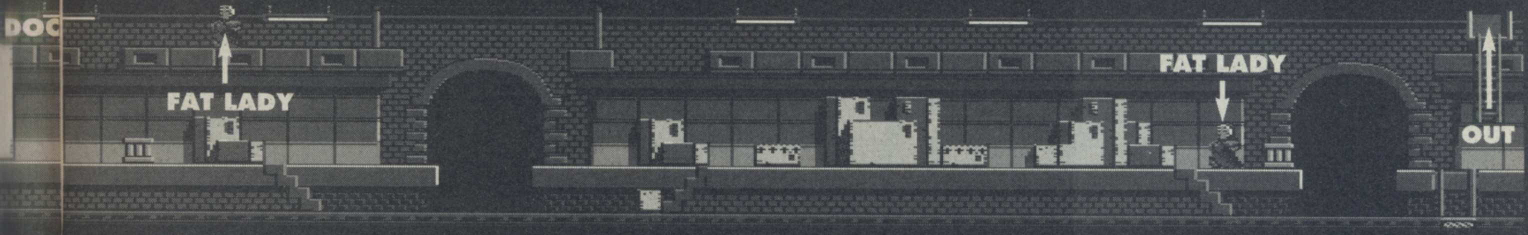
Touching the ground won't kill you, but it does lower a cage over the Codex... if you do land on the ground, jump! The security 'beeps' are easily avoided, and you should eventually arrive at the Codex - drop down on it from the platform above.

And that concludes part two of our swag-swiping players' guide. Next month we reveal the secret of Da Vinci's mirrored crystal, plus an ever-so-clever cheat mode. Be there, as they say.

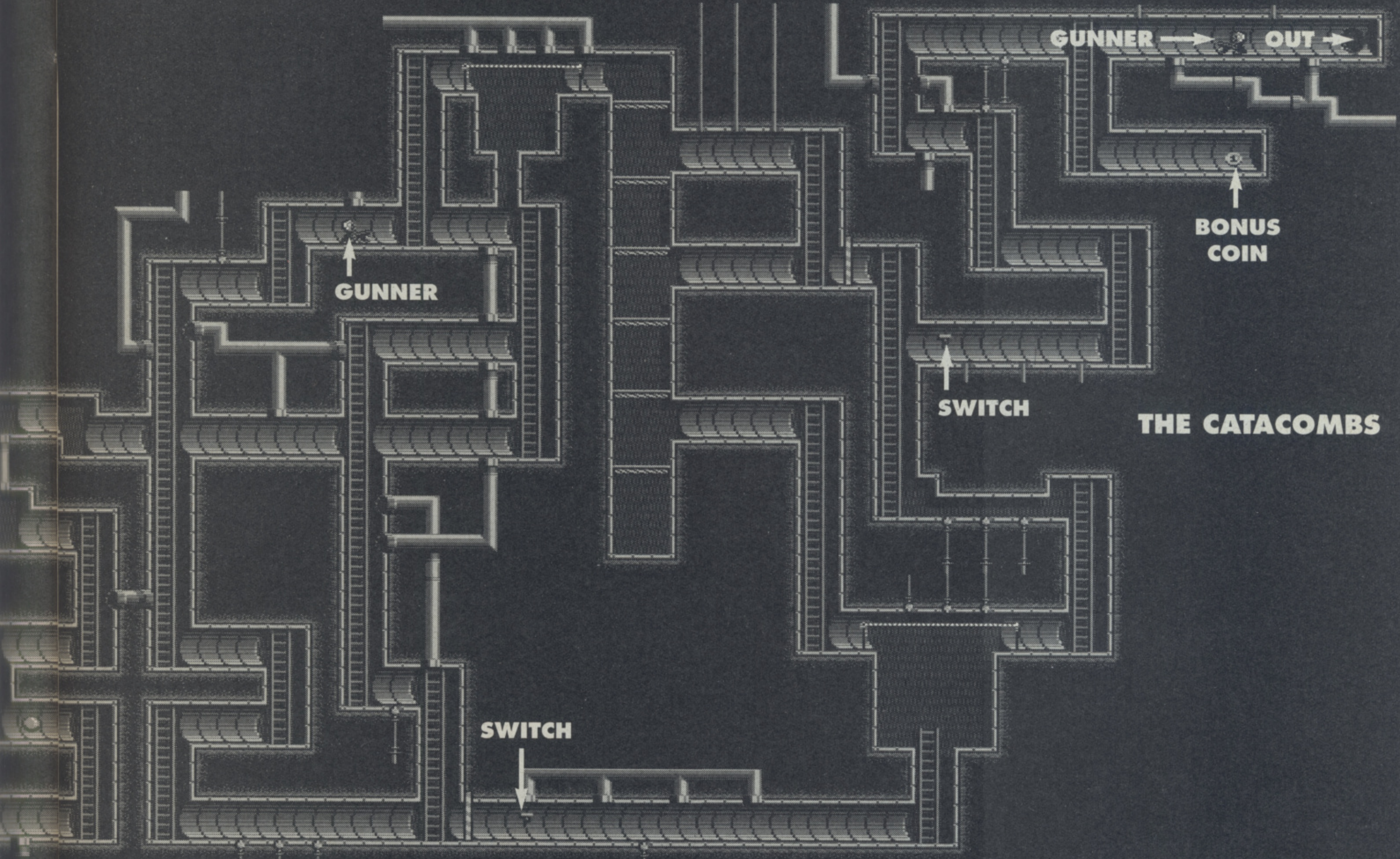


GLADIATOR
BOMBER
HUNHBA



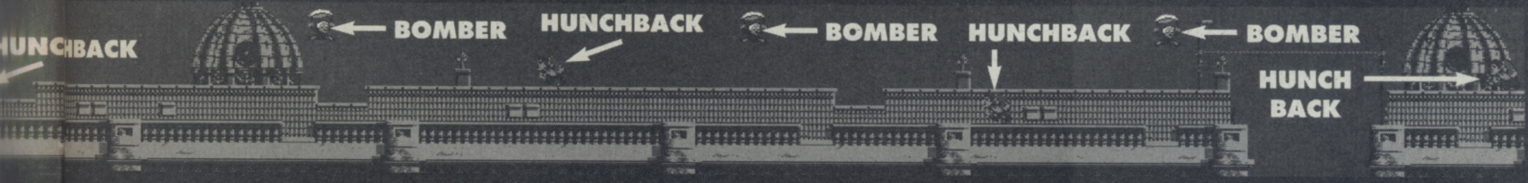

DOC
FAT LADY
FAT LADY
OUT

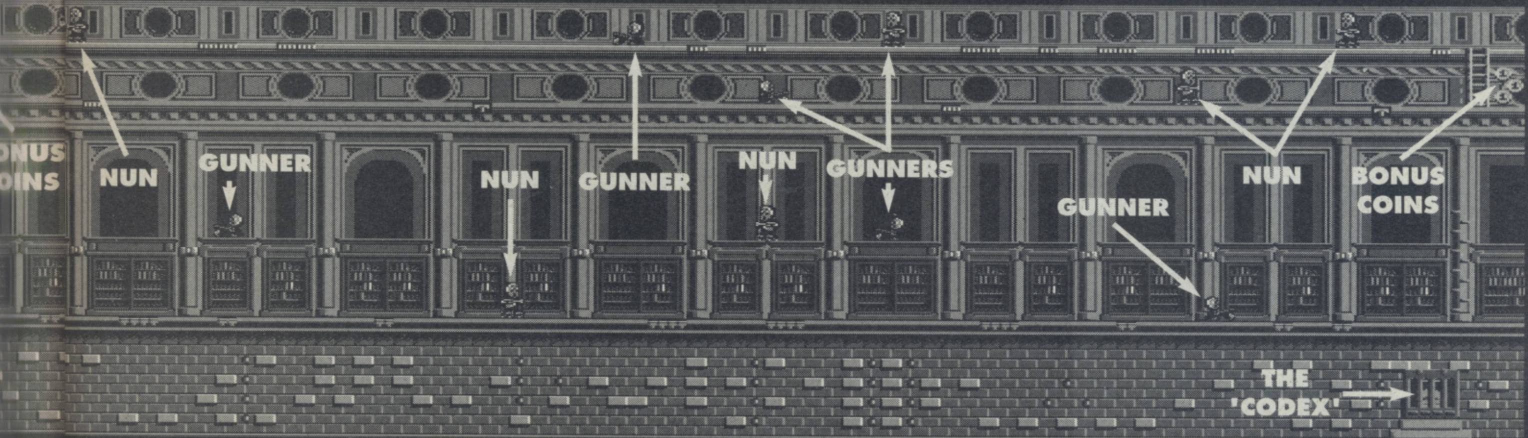
THE SEWERS


GUNNER
OUT
BONUS COIN
GUNNER
SWITCH
SWITCH

THE CATACOMBS

VATICAN ROOF


HUNCHBACK
BOMBER
HUNCHBACK
BOMBER
HUNCHBACK
BOMBER
HUNCH BACK


ONUS OINS
NUN
GUNNER
NUN
GUNNER
NUN
GUNNERS
GUNNER
NUN
BONUS COINS
THE 'CODEX'

THE VATICAN HALLS

Hawkeye COMMODORE FORMAT April 1992

AVAILABLE NOW!

A FUTURE PUBLISHING BOOK
GOT A 64? ★ THEN GET THIS!
It's a Corker!
Commodore FORMAT
DON'T BUY THIS IF YOU'VE LESS THAN A YEAR TO LIVE
THE C64 GAMERS' 92-93 DIARY AND GAMEBUSTING GUIDE

£7.99

The Commodore Format '92-93 Diary and Gamebusting Guide is an amazing book. Packed with POKES tips, maps and trivia, it's the definitive guide to games for the Commodore 64. But it isn't just that. It's your diary for as far ahead as March '93 and it reminds you when each issue of CF comes out. There's a companion cassette too, with 100 new POKEs anyone can use – all ready to load! And if all that wasn't enough, you can win a year's supply of Hit Squad games in its fab Roger Frames Birthday Competition! Buy the diary and tape separately or together. But don't miss out on this amazing offer!

£2

WIN
The Hit Squad
A YEAR'S SUPPLY OF GAMES!

Hurry – this is a limited edition!

YES! I KNOW A COMPLETELY AMAZING BARG WHEN I SEE ONE!

Please send me copy/copies of the *Commodore Format* Gamer's 1992/93 Diary (£7.99) each, total £_ _CFO 18A
Please send me copy/copies of the *CF* Diary and the POKE PowerPack (£9.99) each, total £_ _CFO 18B
Please send me copy/copies of the POKE PowerPack on its ownsome (£2.00) each, total £_ _CFO 18C
Total cost only £_

Name

Address Postcode

Method of payment (please circle) Access • Visa • Cheque • PO
Please make all cheques payable to Future Publishing Ltd

Credit Card No. Expiry date

Signature

Send this form (and your payment) to: Commodore Format 1992 Diary Offer, Future Publishing, FREEPOST, Somerton, TA11 7BR.
And remember – you don't need a stamp if you're in the UK, Channel Islands or Isle of Man.
If you live outside of the UK, you can still get your diary in time. Just call Clare on 0458 74011 and she'll sort it all out.

SAMARITAN'S CORNER

GEMINI WING

Both Liam Young and Simon Foster wrote in asking for a cheat, but neither specified which release they were playing. But, anyway, here's an infinite lives POKE for the original version.

```
0 REM GEMINI WING TAPE CHEAT
1 FOR X=283 TO 315:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3449 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 283
4 DATA 032,086,245,169,001,141,042,004
5 DATA 096,072,077,080,032,169,173,141
6 DATA 122,017,162,004,189,035,001,157
7 DATA 203,081,202,138,208,246,076,040
8 DATA 008
```

WIZARD'S LAIR

Ashley Simpson has been having a rough time with this ancient *Bubble Bus* release, so here are a couple of Action Replay POKEs for starters...

```
POKE 49693,165 (Infinite lives)
POKE 8361,181 (Infinite keys)
```

And if that isn't enough, the seven necessary passwords are CAIVE, HAWLO, CRYPT, DUNGN, VAULT, LIAYR, and LYONS.

GHOSTBUSTERS 2

Loads of you have been struggling with this rather feeble game, including Paul McCarthy, Joseph Doyle, Liamm Kimm, Phillip Jamieson, and Graham Murdoch. This listing for infinite lives should be just the ticket.

```
0 REM GHOST-
BUSTERS 2 TAPE
CHEAT
1 FOR X=384 TO 421:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3950 THEN PRINT "DATA ERROR":END
 3 POKE 157,128:SYS 384
  4 DATA 032,086,245,169,032,141,083,009
 5 DATA 169,152,141,084,009,169,001,141
6 DATA 085,009,076,032,008,087,065,090
7 DATA 072,169,173,141,213,008,104,206
8 DATA 032,208,173,032,208,096
```

TARZAN GOES APE

Here's a handy cheat for D.G.Simpson. Type INFINITY on the high score table - the border will change colour and OK CHEAT will appear. Infinite lives are now yours for the wasting.

INSPECTOR HECTI

Robert and Matthew Davies wrote in literally begging for some passwords, and, as if some supreme being had commanded it, Eric Robson and Jason Robinson sent them in - they're very nice men, very, very nice men...

LEVEL 5 - MOON   LEVEL 10 - DISK
LEVEL 15 - DUCK   LEVEL 20 - GRIM
LEVEL 25 - TANK   LEVEL 30 - GOLD
LEVEL 35 - COLD   LEVEL 40 - BANG
LEVEL 45 - MUFC

TURRICAN 2

Whoops! There was a slight error in the listing printed in *CF*15 which has been driving many of you to the brink of suicide. Line 1 should have read...

```
1 FOR X=288 TO 311:READ Y:C=C+Y:POKE
X,Y:NEXT
```

Use this Line 1 and you'll get infinite lives and gyroscopes. Sorry 'bout the delay.

OP THUNDERBOLT

Here's an excellent palindromic POKE especially for Philip Dunn, which offers infinite ammunition on every level of *Ocean's* excellent blast. For infinite credits, try entering EDOM TAEHC on the high score table.

```
0 REM OP THUNDERBOLT TAPE CHEAT
1 FOR X=384 TO 419:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4234 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,032,141,084,003
5 DATA 169,150,141,085,003,169,001,141
6 DATA 086,003,096,087,065,090,072,169
7 DATA 000,141,217,252,141,234,252,104
8 DATA 238,032,208,096
```

CABAL

Feast your eyes on this handy POKE for infinite lives, requested by Andrew Finn and Bobby Shek. It should work on both the original and Hit-Squad versions, so type it in, SAVE it, then RUN it for loads and loadsa carnage.

```
0 REM CABAL TAPE CHEAT
1 FOR X=384 TO 419:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3923 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,032,141,084,003
5 DATA 169,150,141,085,003,169,001,141
6 DATA 086,003,096,087,065,090,072,169
7 DATA 189,141,177,038,104,173,032,208
8 DATA 206,032,208,096
```

POWER PACK

HEAD THE BALL

Here's a wonderful POKE which offers infinite lives, time, and ammunition (but it doesn't make the game any better).

```
0 REM HEAD BALL CHEAT BY M PUGH
1 FOR X=517 TO 570:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5404 THEN PRINT "DATA
ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 557,141
4 INPUT "INFINITE AMMO Y/N";B$:IF
B$="Y" THEN POKE 560,141
5 INPUT "INFINITE TIME Y/N";C$:IF
C$="Y" THEN POKE 565,141
6 POKE 157,128:SYS 517
10 DATA
032,086,245,169,022,141,250,002
11 DATA
169,002,141,251,002,096,072,077
12 DATA
080,169,002,141,240,004,076,000
13 DATA
004,169,043,141,112,009,169,002
14 DATA
141,113,009,076,030,008,169,000
15 DATA
174,124,142,174,060,133,169,165
16 DATA 174,177,137,076,027,008
```

MISSION IMPOSSABUBBLE

If this neat arcade adventure has you frothing at the mouth, type in this listing for infinite bubbles.

```
0 REM IMPOSSABUBBLE CHEAT BY M PUGH
1 FOR X=514 TO 546:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=3419 THEN POKE 157,128:SYS 514
3 PRINT "DATA ERROR":END
4 DATA
032,086,245,169,019,141,250,002
5 DATA
169,002,141,251,002,096,072,077
6 DATA
080,169,002,141,240,004,076,000
7 DATA
004,169,173,141,226,129,076,027
8 DATA 008
```

The cute and rather impractically-shaped bubble dashes like a mad thing towards the teleporter. But who knows where he'll go?

FRAME BUSTERS

This month's selection of tasty listings, from the world famous* Martin Pugh, *is based around the fabby* Virtual Worlds *compilation.

DRILLER

Stunning music, but a very difficult game indeed. If your gas-tapping techniques are a little feeble, here is a handy listing for infinite time, shields, and energy.

```
0 REM DRILLER CHEAT BY M PUGH
1 FOR X=533 TO 577:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=5085 THEN POKE 157,128:SYS 533
3 PRINT "DATA ERROR":END
4 DATA 169,034,141,040,003,169,002,141
5 DATA 041,003,032,086,245,169,011,141
6 DATA 206,001,096,072,077,080,169,240
7 DATA 141,108,100,141,221,113,141,057
8 DATA 100,141,229,111,141,097,119,141
9 DATA 192,111,076,235,002
```

DARK SIDE

This didn't appear on the compilation for some reason, so this POKE is for the original version; type it in and RUN it for infinite time, shields, and fuel.

```
0 REM DARKSIDE CHEAT BY M PUGH
1 FOR X=533 TO 580:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=5417 THEN POKE 157,128:SYS 533
3 PRINT "DATA ERROR":END
4 DATA 169,034,141,040,003,169,002,141
5 DATA 041,003,032,086,245,169,011,141
6 DATA 206,001,096,072,077,080,169,173
7 DATA 141,001,107,141,172,117,141,187
8 DATA 078,141,239,118,141,206,106,141
9 DATA 174,101,141,094,116,076,235,002
```

TOTAL ECLIPSE

This game is easy - too easy in fact. I don't recommend typing in this listing for infinite time, water, health, and ankhs, because the game is a pushover. Please don't do it.

```
0 REM TOTAL ECLIPSE CHEAT BY M PUGH
1 FOR X=533 TO 603:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=8170 THEN POKE 157,128:SYS 533
3 PRINT "DATA ERROR":END
10 DATA 169,034,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,011,141
12 DATA 206,001,096,072,077,080,169,173
13 DATA 141,009,111,141,096,111,141,055
14 DATA 111,141,037,111,141,236,112,141
15 DATA 091,102,141,180,123,169,005,141
16 DATA 167,108,169,142,141,168,108,169
17 DATA 162,141,171,108,169,000,141,172
18 DATA 108,141,176,108,076,235,002
```

TOTAL ECLIPSE 2

This didn't appear on the compilation either, which is a bit of a shame. If you're lucky enough to own it, this POKE for infinite time, water, health, and ankhs should come in very useful. NB: This POKE does not work on last issue's covertape - check out next month's *CF* for one that does!

```
0 REM TOTAL ECLIPSE 2 CHEAT BY M PUGH
1 FOR X=533 TO 607:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=9490 THEN POKE 157,128:SYS 533
3 PRINT "DATA ERROR":END
10 DATA 169,034,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,011,141
12 DATA 206,001,096,072,077,080,169,173
13 DATA 141,136,112,141,182,112,141,164
14 DATA 112,141,108,114,141,180,103,141
15 DATA 053,125,169,169,141,223,112,169
16 DATA 001,141,224,112,169,141,141,225
17 DATA 112,169,070,141,226,112,169,029
18 DATA 141,227,112,169,234,141,228,112
19 DATA 076,235,002
```

CASTLE MASTER

How would you fancy infinite strength on this marvel of filled 3D games? You would? Great - try the following listing.

```
0 REM CASTLE MASTER CHEAT BY M PUGH
1 FOR X=533 TO 565:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=3338 THEN POKE 157,128:SYS 533
3 PRINT "DATA ERROR":END
4 DATA 169,034,141,040,003,169,002,141
5 DATA 041,003,032,086,245,169,011,141
6 DATA 206,001,096,072,077,080,169,173
7 DATA 141,109,120,141,081,132,076,235
8 DATA 002
```

THE CRYPT

You wouldn't be wanting infinite strength for this too? Oh, alright - type in the listing, SAVE it, then RUN it.

```
0 REM THE CRYPT CHEAT BY M PUGH
1 FOR X=533 TO 565:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=3363 THEN POKE 157,128:SYS 533
3 PRINT "DATA ERROR":END
4 DATA 169,034,141,040,003,169,002,141
5 DATA 041,003,032,086,245,169,011,141
6 DATA 206,001,096,072,077,080,169,173
7 DATA 141,124,118,141,095,130,076,235
8 DATA 002
```

PAST MASTERS

Welcome to Past Masters, the bit in CF where we round up and rate every major game released in the last year. Each entry has the title, publisher, comment, score and the issue number it was reviewed in, so you can look back and check out the in-depth report.

ALIEN STORM
US Gold – Neat anims, bright colours, three space age heroes and one huge mission. ***CF*13 86%**

ATOMINO
Psygnosis – Nuclear puzzler that gets hard real fast. Good password set-up really helps. ***CF*8 83%**

BACK TO THE FUTURE III
Image Works – Best of the *BTTF* batch. Multi-style, multi-load, movie style challenge. ***CF*7 81%**

BART SIMPSON
Ocean – Brilliant arcade puzzler brings brat-man Bart to life. ***CF*16 90%**

BATTLE COMMAND
Ocean – 3D tank thrills down among the muck and bullets. ***CF*15 88%**

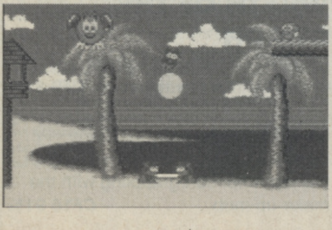
BETRAYAL
MicroProse – You'll be the one who will feel betrayed if you get this economics and politics sim. ***CF*11 16%**

BIG NOSE'S AMERICAN ADVENTURE
Codemasters – Yet another Codies cutie. More platforms, but strangely more fun than usual. ***CF*18 84%**

CISCO HEAT
Image Works – Truly pathetic car chase conversion, feels more like 'Anchorage Chill'. ***CF*17 12%**

CLUEDO MASTER DETECTIVE
Leisure Genius – 'Bored' game conversion. Bigger but not better, and easier than the original. ***CF*7 68%**

CREATURES 2
Thalamus – Madly brilliant torture fun with Clyde. This tests your brains, joystick speed and tolerance. ***CF*17 90%**



DARKMAN
Ocean – A major multi-load delivers fairly easy *Batman*-style gameplay. Silly rather than fun. ***CF*13 71%**

DEATH KNIGHTS OF KRYNN
US Gold – Cracking AD&D romp. Disk only, but still brill'. ***CF*9 91%**

DEMON BLUES
Microvalue – A huge map, lots of monsters and no weapons! Fiendishly frustrating fun. ***CF*18 83%**

DOUBLE DRAGON 3
Storm – Mucho violence two player style, but hard going. Solid beat-'em-up fun, nonetheless. ***CF*16 78%**

DRAGON'S KINGDOM
Genias – Stupidly hard, difficult to control, with little variety. ***CF*13 33%**

ELVIRA MISTRESS OF THE DARK
Flair – Disk only adventure. Gory graphics and great gameplay. But be warned: it's S-L-O-W! ***CF*8 84%**

LEV 04 EXP 00 P.P. 20 HP. 45

I SEE NO REASON TO HELP A THIEF LIKE YOU

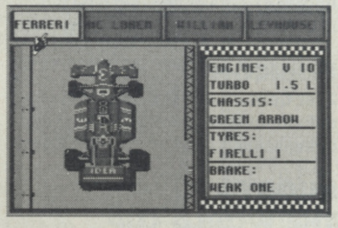
ELVIRA THE ARCADE GAME
Flair – Lacks humour, but otherwise a graphically glorious platform romp with the Miss E. ***CF*15 82%**

ENGLAND
Grandslam – Plays like a non-league team with an injury crisis. ***CF*11 23%**

EXILE
Audiogenic – Strange space arcade adventure. Curiously curious, but still smartly different. ***CF*10 97%**

EXTREME
Digital Integration – Hmm! Short, easy and badly structured platform blast-'em-up. ***CF*10 36%**

F1 GP CIRCUITS
Idea – Plodding F1 sim' with nice pit-stops and no corners. ***CF*11 68%**



FAMOUS FIVE
Enigma Variations – Lashings of adventure, shame about the old-fashioned text style. ***CF*17 76%**

FINAL BLOW
Storm – An easily beaten contender. It's got big sprites but low level gameplay. Not a champ. ***CF*15 68%**

FINAL FIGHT
US Gold – Devastatingly bad beat-'em-down. Don't do it! ***CF*18 19%**

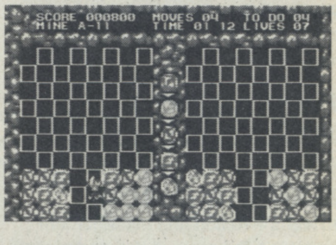
FIREPOWER
Microillusions – Overhead tank battle. There are good extras but it slows up under pressure. ***CF*9 68%**

FIRST SAMURAI
Image Works – Awesome oriental flavour beat-'em-up with adventure overtones. Well designed, well done and well worth it. ***CF*17 96%**

GATEWAY TO THE SAVAGE FRONTIER
US Gold – Tired plot drags down this expensive disk-based SSI RPG. Good but not that good. ***CF*15 69%**

GAUNTLET III
US Gold – Dashing fight fun from an odd perspective. It almost works, but isn't as good as I or II. ***CF*9 80%**

GEM X
Demonware – Mix and match jewelled fun. Brain twistingly and annoyingly good. ***CF*10 83%**



GRAHAM GOOCH'S CRICKET
Audiogenic – Structurally sound, but there's little involvement to supplement the slow wicket. ***CF*12 41%**

GRAND PRIX
D&M – Dull, dated and dire. Motor racing management sim. Seriously lacks F1 glamour. ***CF*7 40%**

GREMLINS 2
Elite – Flick screen arcade romp with duff main sprite. It's cute but gets really annoying. ***CF*7 69%**

HELL HOLE
CRL – Fine for a fast blast, but it's stupidly tough and poorly presented. No long-term fun. ***CF*8 58%**

HEROQUEST ADD-ON
Gremlin – No new spells or monsters, but still fabby. Requires original *HeroQuest* disk/tape. ***CF*15 73%**

HEROQUEST
Gremlin – The best boardgame conversion ever! Fast hacking four player RPG fun. Good for beginners and pro's alike. ***CF*9 93%**

HUDSON HAWK
Ocean – Slick gameplay ironically gives the game more pace than the movie ever had. A criminally good platform test. ***CF*14 88%**

I PLAY 3D SOCCER
Simulondo – Strange display system makes for a fun soccer game - once you get used to it! ***CF*9 71%**

INDY HEAT
Storm – *Super Sprint*-style car racer. Nothing new, just well executed, so still worth a look. One of the better coin-op racers. ***CF*18 81%**

INTERNATIONAL NINJA RABBITS
Microvalue – Deadly dull kung fu sim with a duff hero. *CF*18 32%

JAHANGHIR KHAN'S SQUASH
Krisalis – Quality squash sim, but still a squash sim! A neat implemenatation of a strange sport. *CF*12 66%

KEYS TO MARAMON
Mindcraft – Short but sound, an ideal RPG for the beginner. *CF*10 80%

LOGICAL
Rainbow Arts – Slow starting puzzle that grows in addictive power. Pedantic gameplay. *CF*11 69%

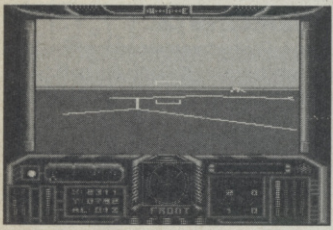
LOOPZ
Audiogenic – Good tessellation puzzler. Looks a bit dull and it lacks long-term legs. *CF*7 75%

LUPO ALBERTO
Idea – A limp, lack-lustre *Mario Bros* clone. Good name though! *CF*9 40%

MAN UTD EUROPE
Krisalis – Action and management 'unite' in a thorough, if dull, footie sim. Mid-table stuff. *CF*12 58%

MERCS
US Gold – Senseless two man overhead violence. Predictable weapon-based blast. *CF*11 51%

MOONFALL
21st Century – Planetside adventure in the *Mercenary* mould. *CF*14 72%



MOONSHADOW
Mindscape – Flippin' huge platform world. Gameplay is a tad repetitive, a tad repetitive. *CF*8 76%

NARCO POLICE
Dinamic – Drug busting shoot-out with large acrobatic heroes but somewhat samey gameplay. *CF*8 78%

NEIGHBOURS
Impulze – Curious skateboard game set around Ramsay Street. *CF*17 72%

NEVER ENDING STORY 2
Linel – Dull movie, dull game. Relies on memorisied mazes. *CF*13 58%

NORTH AND SOUTH
Infogrames – Wargame with cartoon piccies but little strategy. *CF*9 69%

OUT RUN EUROPA
US Gold – Race frenzy in four different vehicles. Fast and fun *CF*12 87%

OVER THE NET
Genias – A rather uninspiring beach volley game with particularly duff collision detection. *CF*12 41%

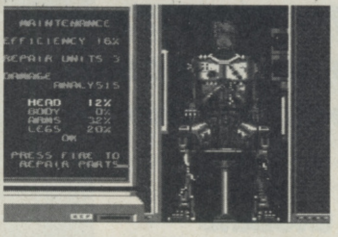
PIT FIGHTER
Domark – Converted coin-op beat-'em-up that nearly works. *CF*15 74%

PP HAMMER
Demonware – Highly playable but lacks that challenging bite. *CF*15 79%

PREDATOR 2
Mirrorsoft – *Op Wolf*-style shoot-out with people eaters. Smart gun sounds and non-stop killing. *CF*8 80%

RBI2
Domark – A real homer of a baseball game. Outta' the park! *CF*10 86%

ROBOCOP 3
Ocean – The tin man strikes back in a predictable but enjoyable way. Five film-like levels. *CF*18 70%



ROBOZONE
Image Works – Dodgy sewer shoot-out. A brave try that fails. *CF*14 32%

RODLAND
Storm – Cute, cute and double cute. Superb but short platform test. Oh, and it's cute, too! *CF*13 82%

ROLLING RONNIE
Virgin – Daft delivery game set on skates. Sadly *Ronnie* falls down on the repetition front. *CF*16 45%

ROUND THE BEND
Impulze – Straightforward old-fashioned fun, too predictable. *CF*17 64%

RUBICON
21st Century – Spiffy presentation is unfortunately let down by a badly stuttering scroll. *CF*13 69%

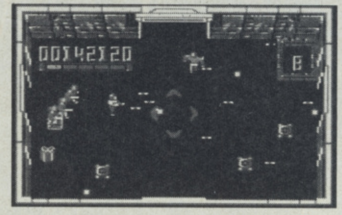
RUGBY - THE WORLD CUP
Domark – Fast, furious, flowing rugby action. Fun all the way. *CF*15 90%

SECURITY WARNING
First Star – Robbery sim with a few neat features. Unplayable on tape, but fine from disk. *CF*10 68%

SHADOW DANCER
US Gold – Smart platform Ninja and dog romp(!). Duff concept but loadsa solid levels. *CF*7 89%

SKULL AND CROSSBONES
Domark – Like walking the plank, only less fun and longer! Weak pirate coin-op conversion. *CF*8 52%

SMASH TV
Ocean – TV gameshow-cum-shoot-'em-up. Kill a monster, win a car! Classic Williams' coin-op. *CF*15 97%



SPACE GUN
Ocean – Vicious space-based shoot-out. Senseless slaughter all the way in bug-land. *CF*17 86%

SPEEDBALL 2
Image Works – Beautifully brutal futuresport sim. An absolute must for action fans. *CF*12 94%

STRATEGO
Accolade – A strategy board game that fails to storm the C64. Each game takes ages *CF*15 50%

SUPER SPACE INVADERS
Domark – They're back and meaner than ever. Classic stuff! New levels and new baddies, brill'! *CF*16 92%

SUPREMACY
Virgin – Massive space strategy challenge. Excellent effects, four levels and great gameplay. *CF*7 95%

SWAP
Palace – Poorly graded colour puzzle. Loads of levels but that fosters little interest. *CF*14 63%

SWITCHBLADE
Gremlin – Console bash with brill' atmosphere, but odd combat system. Nothing really special. *CF*10 78%

TERMINATOR 2
Ocean – There's nowt original, but nowt wrong with this nine level movie toughie. Hard but fair. *CF*13 78%

THE BALL GAME
Electronic Zoo – Strange *Solitaire* sim. C64 takes too long to think when you play solo. *CF*12 75%

THE BLUES BROTHERS
Palace – Sparse gameplay but a huge map. Classic fun all the way with Jake and Elwood. *CF*16 90%

THE CYCLES
Accolade – Smooth graphics with loads of tracks to race on. Drags a bit on longer runs. *CF*15 70%

THE MAGIC CANDLE
Mindcraft – Garish graphics and original plot can't save this weak RPG from itself . *CF*10 58%

THE MIGHTY BOMBJACK
Elite – Varied play styles combine in this smart platform tester. A real computer classic. *CF*7 91%

THE POWER
Demonware – Chart single soundtrack and a tough puzzler to boot! Simple but fun. *CF*10 81%

THUNDERJAWS
Domark – Not a thrilling horizontal undersea shoot-'em-up. But it could have been. *CF*14 38%

TILT
Genias – Slidey, rolly, puzzly game that's amusingly annoying. *CF*16 82%

TOKI
Ocean – Ape crazy arcade that plays as good as it looks. And it looks great. Odd restart habits. *CF*14 86%

TONY LARUSSA'S ULTIMATE BASEBALL
US Gold – Confusing one player mode and slow multi-load spoils Tone's day. *CF*14 55%

TURBOCHARGE
System 3 – How fast? If you want road race thrills, start this baby up and *Go!!!!!!!!*. *CF*13 93%

TURTLES-THE COIN-OP
Mirrorsoft – Solo play only, but in every other respect a cracking coin-op conversion! *CF*14 89%

ULTIMA VI
Mindscape – Huge fantasy epic. Slow going RPG antics, but massively worth it. *CF*9 89%

VIZ THE GAME
Virgin – Tame multi-load that relies on swearing for shock humour. Wears thin quickly. *CF*8 58%

VOLIFIED
Empire – *Qix*-style draw-'em-up. Tense coin-op fun. A gripping control test for arcade fans. *CF*11 90%

WARLOCK THE AVENGER
Millenium – *Gauntlet*-style shoot-out played on a tiny screen. *CF*7 80%

WINTER CAMP
Thalamus – Multi-event snow sports, snowballs and all. Cute to the core but still a multi-eventer. *CF*18 80%

WORLD CHAMPIONSHIP SOCCER
Elite — Tedious soccer bash that offers no new angles. *CF*10 66%

WORLD CLASS RUGBY
Audiogenic – Lacks the rhythm needed by a sports sim. *CF*16 55%

WRATH OF THE DEMON
Empire – A stunning scroller, hamstrung by lack of variety. *CF*9 81%

WWF
Ocean – Silly and sensational. Over the top American grappling with the make-up mob. *CF*16 91%

FREE! 64 PAGE AMIGA CATALOGUE RETURN THE COUPON FOR YOUR COPY

CARTOON CLASSICS
ARCADE ACTION GAMES PACK
DPAINT III
WITH 1Mb RAM

AMIGA

STAND-ALONE 500 COMPUTER

• 512K AMIGA	£299.99
• TV MODULATOR	FREE
• MOUSE CONTROLLER	FREE
***PLUS!* - FREE FROM SILICA**	
• ARCADE ACTION PACK	£229.78
• PHOTON PAINT 2.0	£89.95
TOTAL VALUE:	£619.72
YOU SAVE:	£320.72
SILICA PRICE:	£299

PLUS! ***FREE*** HOLIDAY ACCOMMODATION

£299

SILICA PRICE - INCLUDES VAT + FREE DELIVERY

NEW! CARTOON CLASSICS PACK

HARDWARE:	
512K AMIGA 500+	£399.99
A520 TV MODULATOR	FREE
SOFTWARE - ENTERTAINMENT	
BART SIMPSON	£24.99
CAPT PLANET & PLANETEERS	£25.99
LEMMINGS	£25.99
SOFTWARE - PRODUCTIVITY	
DELUXE PAINT III	£79.99
PLUS! ***FREE FROM SILICA***	
ARCADE ACTION PACK	£229.78
PHOTON PAINT 2.0	£89.95
TOTAL VALUE:	£876.68
YOU SAVE:	£477.68

PLUS! **16 NIGHTS FREE HOLIDAY ACCOMMODATION**

£399

SILICA PRICE - INC VAT + FREE DELIVERY

ARCADE ACTION GAMES PACK

FREE! FROM SILICA WITH EVERY AMIGA

ARCADE ACTION PACK

The new Arcade Action Games Pack is THE software compendium for Amiga owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The Arcade Action Pack is FREE! when you buy your Amiga 500 from Silica.

FREE! WORTH: **£219.78**

ARCADE ACTION GAMES PACK

FREE! PHOTON PAINT 2.0 GRAPHICS PACKAGE

Every Amiga 500 from Silica Systems comes with a FREE Photon Paint 2.0 (RRP £89.95), one of the most advanced art packages available for the Amiga. With it, you will be able to harness the extraordinary graphics power of the Amiga and produce inspirational pictures in minutes. With 4096 colours, your pictures will reach life-like appearance. These can be animated in real-time using a vast range of graphical effects, including blending colours and dithering, stencils, shadowing, contour mapping and surface mapping.

WORTH **£89.95**

FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Amiga from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.

TOTAL FREE PACKAGE

ARCADE ACTION PACK - £229.78:	
Asterix - *By Coktel Vision*	£24.99
Chess Player 2150 - *By CP Software*	£24.95
Drivin' Force - *By Digital Magic*	£24.95
Live & Let Die - *By Elite*	£19.99
Onslaught - *By Hewson*	£24.99
Pipe Mania - *By Empire Software*	£24.99
Rick Dangerous - *By Firebird*	£24.99
Rock 'n' Roll - *By Rainbow Arts*	£19.99
Skweek - *By US Gold*	£19.99
Trivial Pursuit - *By Domark*	£19.95
ART PACKAGE - £89.95:	
Photon Paint 2.0 - *By MicroIllusions*	£89.95
TOTAL RRP:	£319.73

FREE! WORTH NEARLY: **£320**

PLUS! ***FREE*** HOLIDAY ACCOMMODATION

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT COURIER DELIVERY:*** On all hardware orders shipped in the UK.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of Amiga technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a ''Same product - Same price'' basis.
- ***ESTABLISHED 12 YEARS:*** Proven track record in professional computer sales.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available for large orders.
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your Amiga requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
- ***PAYMENT:*** By cash, cheque and all major credit cards.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the ''Silica Systems Service''.

MAIL ORDER HOTLINE ☎ **081-309 1111**

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-309 1111**
Order Lines Open:	Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA		**Tel: 071-580 4000**
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737
LONDON (SELFRIDGES):	1st Floor, 369 Oxford Street, London, W1A 1AB		**Tel: 071-629 1234**
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Ask for extension 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-302 8811**
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017

To: Silica Systems, Dept CMFOR-0292-60, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE AMIGA COLOUR CATALOGUE

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

Postcode: .... Tel: ....

Which computer(s), if any, do you own? 60B

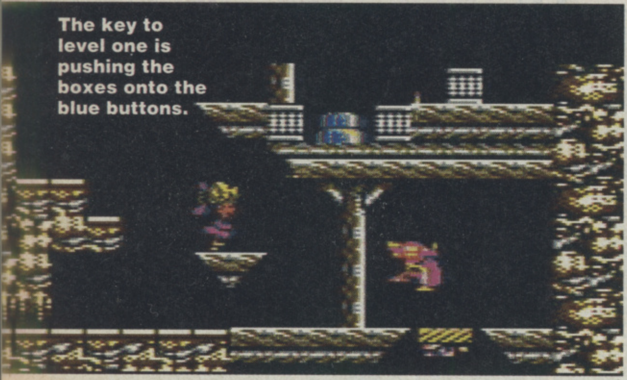
E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

POTSWORTH & CO

Although it's a great life, being *Commodore Format's* Games Ed, it does have the occasional drawback. One is that I can't spend my enormous salary quickly enough, and the other is that I miss all the best stuff on TV.

Take *Potsworth*, for example. I've never seen it. I presume it's on during the week at about four 'o' clock, a time when I'm still hard at work. Of course, I could get my servants to video it in Nicam digital stereo wide-o-vision, but I keep forgetting.

Investigating further, I found out that *Potsworth* is actually a large cartoon dog who has a gang of mischievous friends. And in this game you get to play through the entire gang. Whoopee.



The key to level one is pushing the boxes onto the blue buttons.

Right. Level one sees Rosie, a sort of cute girlie a bit like Lucy out of *Charlie Brown*. She's been thrown into the cave zone, where she's got to leap from platform to ledge (and back). Baddies whiz around, and our Rosie finds traps all over the shop. But if she can overcome them, she'll get to free the Stone Giant (by collecting five parts of a ghetto-blaster, for some reason).

In level two, Nick (or Super Duper Man, as he likes to be known) must fly up the Suspire State Building, collecting five objects. You'll find out what he needs these for later in the game.

Level three, and we finally get to meet Potsworth (*ah, at last - Ed*). Potsworth has been transported to the Candy Zone. This sweet-infested area appears to be every kiddy's dream (except that I don't think it is, actually). Anyway, there are all sorts of collectables, eatables and be-sickables around the place. The trick is to avoid candy walking-sticks, giant ice-lollies and chocolate mice. Once again, your character has to collect some vital things.

Carter, a dude with what used to be called a wicked haircut, is next on level four. He's an artist (as opposed to an USM), and must collect bits of a jigsaw to make a pretty picture. But that's not all. He can also draw things which then come into existence. So he can paint ledges, climb on them and hide from things.

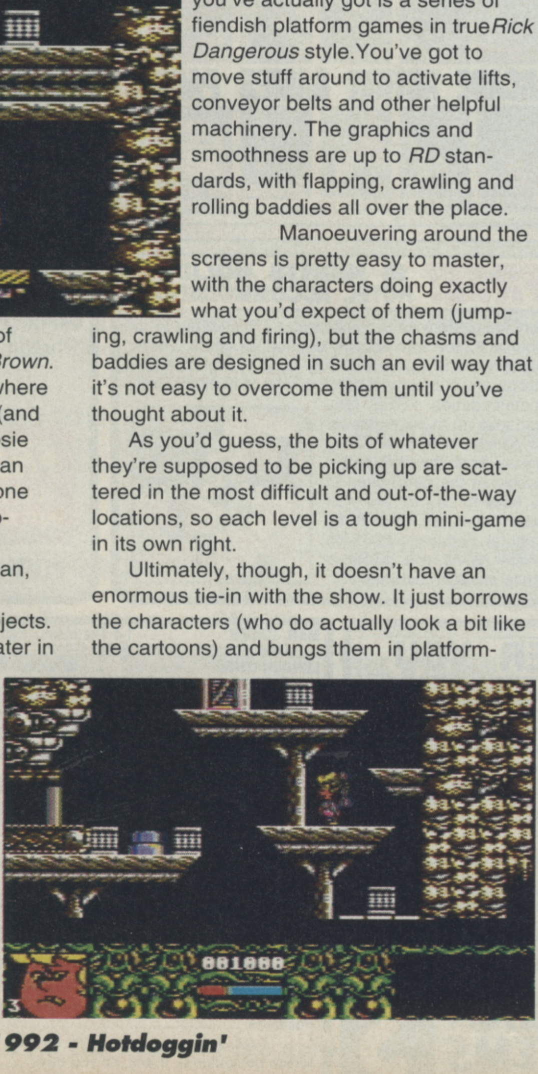
Keiko, skateboard wizard and poser, has journeyed into the Carnival Zone. He's got to collect five mystical arrows. Luckily he's got a skateboard to trundle around on. This is especially useful for avoiding hot dogs, killer clowns and candy floss.

All this might sound strange and surreal, but if you've ever seen the show, apparently you'll understand the style. Once you start playing, what you find you've actually got is a series of fiendish platform games in true *Rick Dangerous* style.You've got to move stuff around to activate lifts, conveyor belts and other helpful machinery. The graphics and smoothness are up to *RD* standards, with flapping, crawling and rolling baddies all over the place.

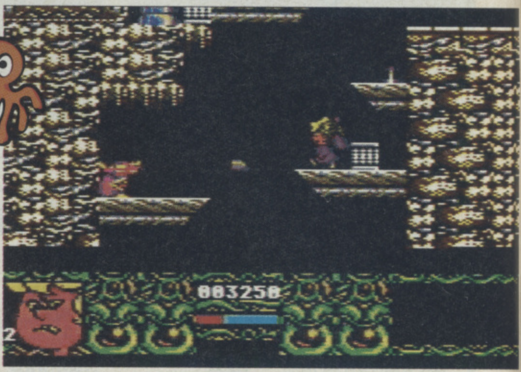
Manoeuvering around the screens is pretty easy to master, with the characters doing exactly what you'd expect of them (jumping, crawling and firing), but the chasms and baddies are designed in such an evil way that it's not easy to overcome them until you've thought about it.

As you'd guess, the bits of whatever they're supposed to be picking up are scattered in the most difficult and out-of-the-way locations, so each level is a tough mini-game in its own right.

Ultimately, though, it doesn't have an enormous tie-in with the show. It just borrows the characters (who do actually look a bit like the cartoons) and bungs them in platform-land. The result might not please die-hard *Potsworth* fans, but will give platform-heads weeks of serious gameplay.



Potsworth may be a dog in real life, but on the C64 it's 'crate' stuff!



Spitting is not only rude, but for Rosie it's fatal. But as they say, when the going gets tough, hide!

So, the sound and graphics certainly do their job, although they're not totally amazing. The occasional small graphics glitch doesn't really offend you either.

In conclusion, *Potsworth* is a big multi-level platformer with Hanna Barbera characters. Er, it's pretty good, so buy it if this is the sort of game you're after.

JAMES LEACH

Game	**Potsworth & Co**
Publisher	**Hi-TEC**
Cassette	**£6.99**
Disk	**£10.99**
Release	**Out now**
Contact	**0742 587555**

POWER RATING

THE DOWNERS...

- If you're expecting more than a platform game, think again.
- The sound effects are mainly hums, burbs and buzzes.
- Pretty tough stuff.

100

75%

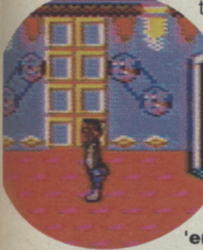
0

- **It's a mega-collection of platform games, which should delight peope interested in this sort of thing.**
- **There are plenty of places to explore and maps to draw - the levels are satisfyingly big.**
- **Movement is slick and quick - platform games need both.**
- **The characters are definitely recognisable as those on the telly.**
- **Who says that platform games have had their day!**

...AND THE UPPERS

THE JETSONS

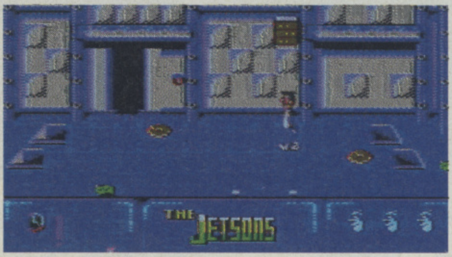
After their recent success with the brilliant *Scooby Doo And Scrappy Doo*, Hi-Tec seem to have got carried away and launched the so-called 'Premier' range. On the evidence of *The Jetsons*, this appears to be exactly the same cartoon-licence stuff as before, except at nearly twice the price. *The Jetsons* is a game not all that far removed in style from the earlier *Top Cat* (*In Beverly Hills Cat*), inasmuch that the game's a straightforward runaround flick-screen arcade adventure.


Watch those spools! Touch 'em and Mr J's in for a spin!

The Jetsons have a problem you see. George Jetson is about to be sacked, or will be if his boss catches him sneaking out of work early to collect the others for a family picnic. Quite why this is important enough to risk losing his job is never made clear; but that's not important right now.

You control a different member of the Jetson family (a space age version of the *Flintstones*, oddly enough) in each of the four levels. You have to collect numerous objects and use them to get past various obstacles, mostly of the inanimate-object-bouncing-up-and-down-in-one-place type. After each level you get a little race section, which links the locations of the stages and provides a bit of much-needed variety in the gameplay.

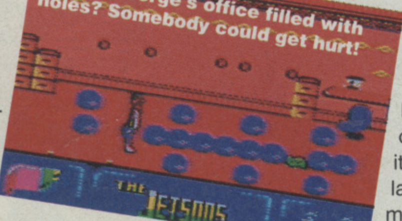
So that's enough background. What you really need to know is, is this twice as good as all the old *Hi-Tec* cartoon games? In a word, 'no'. *The Jetsons* unfortunately falls among the most tedious of the old school.


George should know the way out of the office by now. He's worked there for years!

There is virtually no action to speak of and no recognisable connection with the characters on whom it's based, apart from the background graphics.

Basically, you run (well, hobble perhaps) around aimlessly, dodging the occasional, not-very-taxing baddie, picking up anything you might happen to see lying around. You have to try and use objects at random until they reveal the solution to one of the game's thinly-spread 'puzzles'. (If you can be bothered to make a map, this will let you finish the game twice as quickly - so it is advised.)

If, by some lucky fluke, you manage to stay awake until the end of level one (in which the dreary, if authentically spacey, music will be of no help whatsoever – it's not exactly a lullaby but it'll still have you dozing off in seconds with its twittering total lack of discernible melody), you get to play the basic race sub-game. This involves piloting your vehicle through a scrolling section of space or whatever, dodging obstacles again and occasionally slowing down to keep within galactic speed limits.


Why is George's office filled with holes? Somebody could get hurt!

The graphics are very whizzy with good size sprites and 'proper *Jetsons*' backdrops. But when you look beyond the surface gloss you realise that there isn't really enough to do. It looks the part sure, but this isn't a *Jetsons* slideshow, it's a *Jetsons* game. But what player involvement there is, is spoiled by multi-loads and dull design.

Overall, *The Jetsons* fails because there's a distinct lack of gameplay, weak characterisation and nothing to make you want to finish or play it again.

STUART CAMPBELL

MEET THE JETSONS

If you only ever watch Panorama and First Tuesday, you'll be wondering who these blinkin' Jetsons are, then wonder no more.

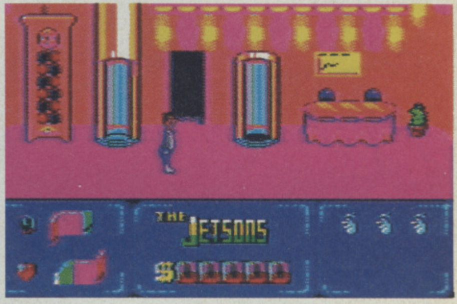
George Jetson. Father, employee of Mr Spacely and all round good guy - and a bit of a 'square'. He's trying to escape from his work to meet his everluvvin' family.

Jane Jetson. Mother, employee of nobody and looker-afterer of the kids. She's a sort of futuristic Marge Simpson without the angst and sporting a more stylish hairdo.

Judy Jetson. Child number one. Urgh! A girl! She's into so-called 'pop' music, going out with boys and, er, make-up. She probably cries a lot,too.

Elroy Jetson. Child number two, Elroy has been cursed with an extremely embarrassing name, so he hides in cupboards, car boots and under tufts of astro-turf. He hates everyone.

Astro. Dog. How different can dogs be in the future?


George Jetson man of the future: educated, happy, honest and truly appaling posture.

Game	*The Jetsons*
Publisher	*Hi-Tec*
Cassette	*£6.99*
Disk	*£10.99*
Release	*Out Now*
Contact	*0742 587555*

POWER RATING

THE DOWNERS...

- Characterisation is weak and design is lacking in imagination.
- Very little thought required to solve most of the puzzles.
- You'll be horribly bored before you're halfway through.
- Almost nothing exciting ever actually happens.
- It's not very taxing. It's not frustrating, in fact it's not anything, really.
- Dull, repetitive gameplay.
- Dull, repetitive gameplay.
- Dull, repetitive gameplay. By now you should be getting the point. This is *not* a particularly riveting game.

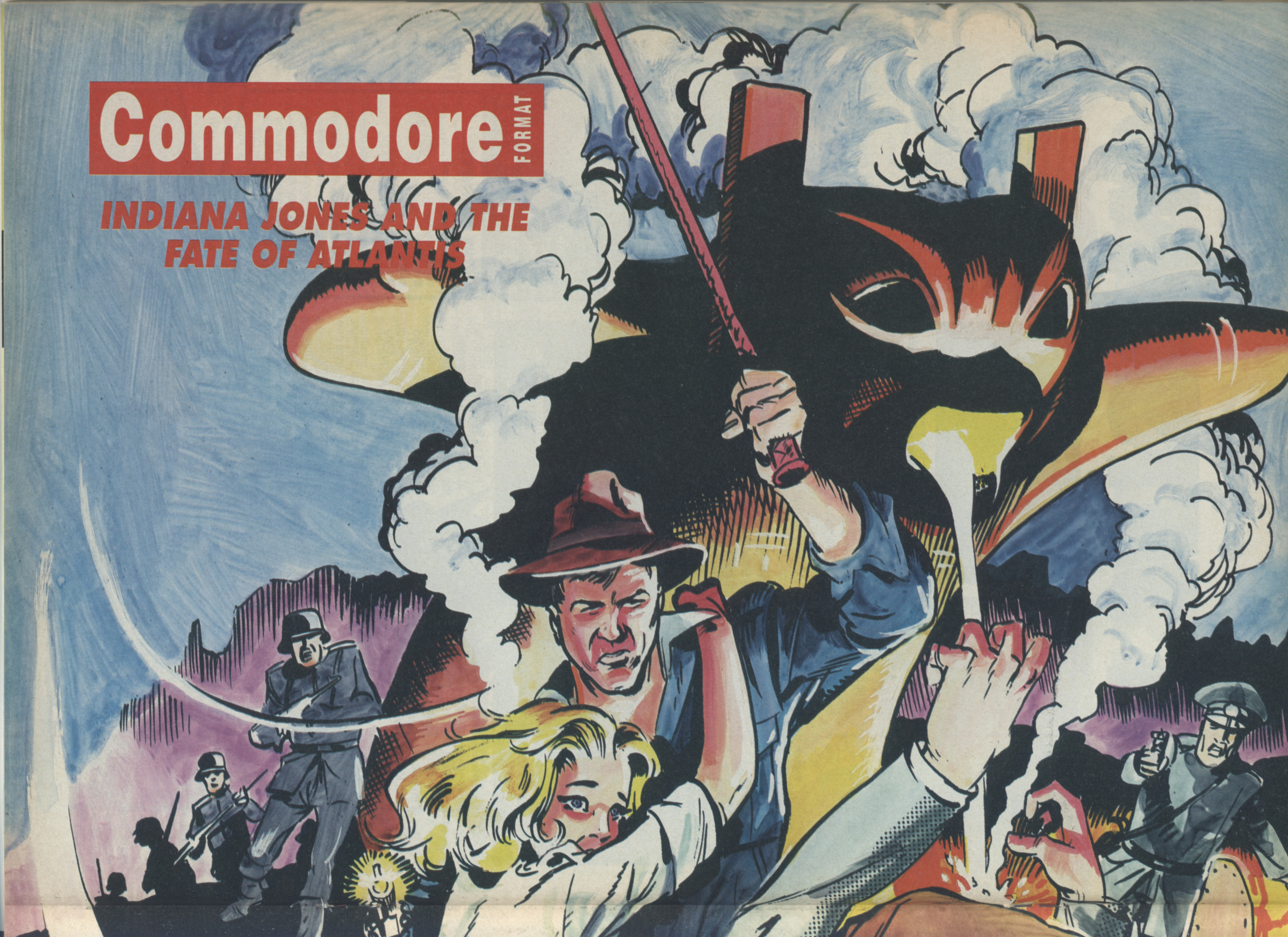
100

39%

0

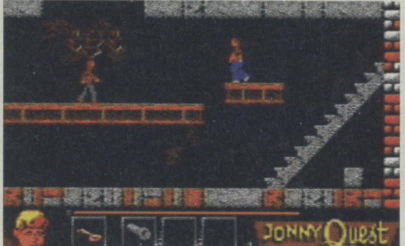
- **Reasonable graphics.**
- **Two gameplay types.**
- **The backdrops are Jetsonish and there's a large poster in the box.**

...AND THE UPPERS


Commodore FORMAT
INDIANA JONES AND THE FATE OF ATLANTIS

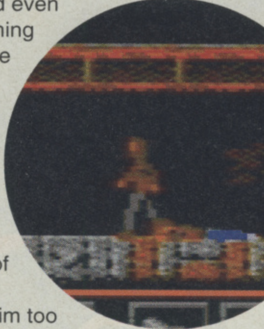
JONNY QUEST

Jonny Quest is another Hanna Barbera character from the huge *Hi-Tec* pool of cartoon people. Basically, he's not your knockabout Scooby Doo type idiot, but an intelligent kid whose scientific-genius dad has mysteriously been kidnapped by the frightening Dr Zin. Thus, Jonny must go on all sorts of quests to find him (well with a surname like Quest, what did you expect?).



Jonny waits for the baddie to appear, then offers him an exclusive timeshare in downtown Marbella.

As well as his dad, Dr Zin has kidnapped Jonny's chum, Hadji; his bodyguard, Race Bannon; and even his dog, Bandit. Hmm. Something tells me this evil Dr Zin chappie is rather a fan of the old kidnap ploy.

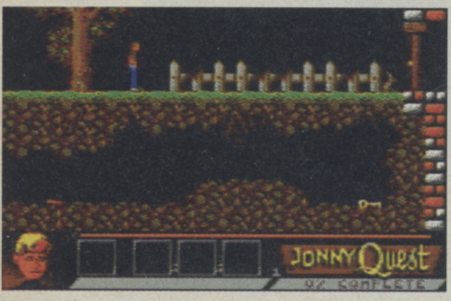


Miffed with Jonny's poor timeshare offer, the baddie kills him.

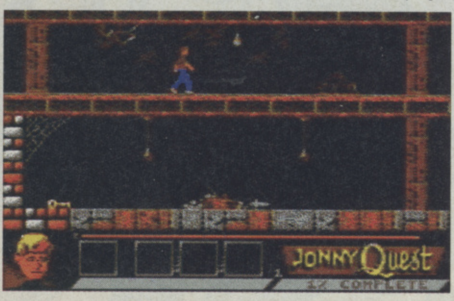
Jonny must set off on his own to rescue this veritable football stadium-full of friends and relatives. Being a brave lad, this doesn't worry him too much. So on one beautiful spring day, when he hasn't got anything better to do, he decides to take the plunge and get rescuing.

Yep, you've guessed it - we've got a platform-style adventure on our hands. There are 133 screens to explore, over 100 frames of animation for the main sprite, and dozens of collectables, baddies, and other, er, things to find, fight and be killed by.

The thing about the *Jonny Quest* cartoon on TV is that it's pretty realistic. People don't drop anvils on each other's heads, or fall thousands of feet on to roads. This realism is reflected in the game. *Hi-Tec* could have gone for the wacky, brightly coloured world of Scooby or Top Cat, but instead went for smooth animations, lifelike backdrops and decent-looking sprites.



Hmm. The door is locked and there's a key underground. My next quest is obvious.



This ole house is terrifying. I mean, suppose Shakin' Stevens appeared? It'd be horrid.

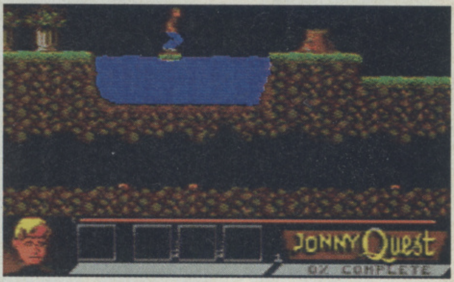
As you play, you'll soon realise the way the quest has been constructed. You'll come across either a door or a key. Keep going and you'll find the matching key/door. Not too difficult, I think you'll find.

But by far the worst thing about *Jonny Quest* is that you only get one life. There's a health bar that runs along the top of the screen's info section, but once that gets to zero, you're dead and must start again. That's it. Finito. Hasta la vista.

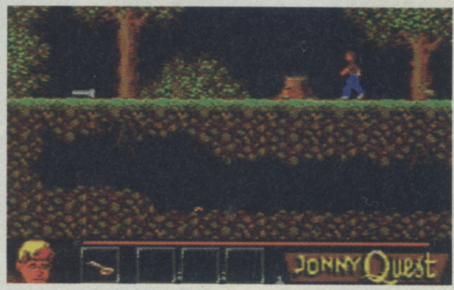
Jumping on and off things (which is obviously something you have to do a lot) uses up health from your bar, and getting into fights with the malevolent Dr Zin's henchmen completely destroys it. So much so that even if you manage to find a weapon to use against them, they'll still kill Jonny stone dead. The only thing to do is rush past them, jumping as high as you can, and hope that they don't hit you.

The game's roughly divided into six levels. There's a scuba-diving section later in the game, and various electric doors, lifts and robots to overcome. Yes, *JQ* is a biggie all right. *Hi-Tec* really seem to have sorted out how to cram a lot of data into the 64.

If you haven't seen the TV show, you might not care less about Jonny, his dad Benton or his bloomin' dog, Bandit. It's a pity because there's a big adventure waiting here (if you can just hang on to your one life).



This floating dinner plate isn't the best way to cross that pond.



Aha! A torch. All I need now is a 24 hour service station that sells Duracells and I'm laughing. Ha, ha, ha - see!

But overall, although *JQ* looks nice and the characters move beautifully, it's a bit lifeless. Many screens don't have much interactive stuff in them, and you spend a lot of time just rushing from side to side. Still, for three quid it'll keep you out of mischief for ages.

JAMES LEACH

Game	**Jonny Quest**
Publisher	**Hi-Tec**
Cassette	**£2.99**
Disk	**Not available**
Release	**Out now**
Contact	**0742 587555**

POWER RATING

THE DOWNERS...

- Slightly empty screens give the game a sort of hollow feel.
- Only one blimmin' life!
- Jonny's realistic inertia and momentum can sometimes be a real pain in the bum.
- Sound effects are rather poor.

100

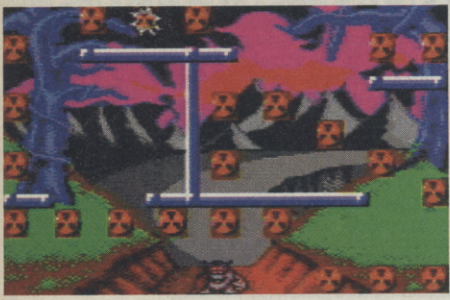
66%

0

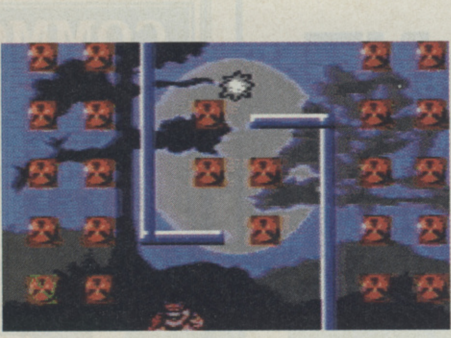
- **Well observed animation makes Jonny a joy to watch.**
- **Six big levels, all with unique characteristics.**
- **Backgrounds are nicely drawn and add atmosphere.**
- **Everything runs smoothly with no irritating delays.**
- **The best computer rabbits yet seen.**
- **Fans of the show may recognise the characters.**

...AND THE UPPERS

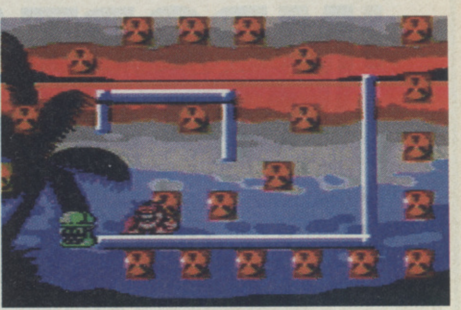
QUICK COMPO p66



Collecting the radioactive symbols is tough, but doing it in the right order to gain the bonuses is even tougher. Avoiding the baddies is toughest of all.



Here you've got barrels of toxic waste to deal with. Use your flying abilities to grab them and help save the whale (or whatever).



If you grab the right icon you can unleash bouncing balls of death. These flatten all the baddies, leaving you with just the final jumping to do.

SUPER SEYMOUR SAVES THE PLANET

It's a Corker!

Over the years *CodeMasters* have assembled an army of cute, cuddly characters who star repeatedly in their games. They've got eggs, slugs, cavemen, wizards, and now a sort of, er, squashy thing. It's got eyes and hands, but looks like it's been melted. And it's called Seymour.

Seymour has decided to save the planet. Fed up with the toxic waste, mutants and holes in the ozone layer, he's on a crusade.

Because he's Super, he has to wear a mask and cape. These give him special powers, like the ability to jump fairly high and fall off things. Don't knock it. Apparently he's all that stands between us and an ecological disaster of pretty large proportions.

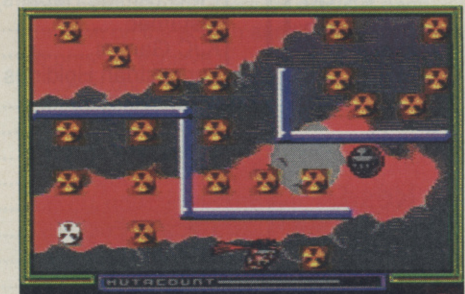
Actually, it's time to set the record straight. The plot for *Super Seymour* is utter nonsense, an excuse for filling the cassette inlay card with words. The important thing is how the game plays. And the answer is... it plays magnificently.

Each screen is one level, so if you clear it, you're instantly on to the next. And there are over 30 of them to deal with. The screens are filled with platforms, barrels of poisonous waste, radioactive debris and mutants. The mutants are what you have to worry about. They appear all over the place, and the only way to get rid of them is by jumping on their heads from a great height. This crushes them, but if left they spring back up. You need to jump on them again to kill them.

QUICK COMPO p66

Making things even more fun are some mutants which need to be headbutted from below. You'll have to recognise these when they occur, but jump on them and you're dead meat. So basically you have to make a two-pronged attack - rush around the screen getting rid of the toxic stuff, but keep jumping on the baddies who are chasing you.

Does it work? Well as a matter of fact it does - eventually! You start off by dying an awful lot; everybody in the *CF* office did. In fact, the crew almost broke their no-swearing rule. That's how addictive and frustrating it is.



Seymour isn't related to Jane Seymour, the one who had her head cut off by Henry VIII.

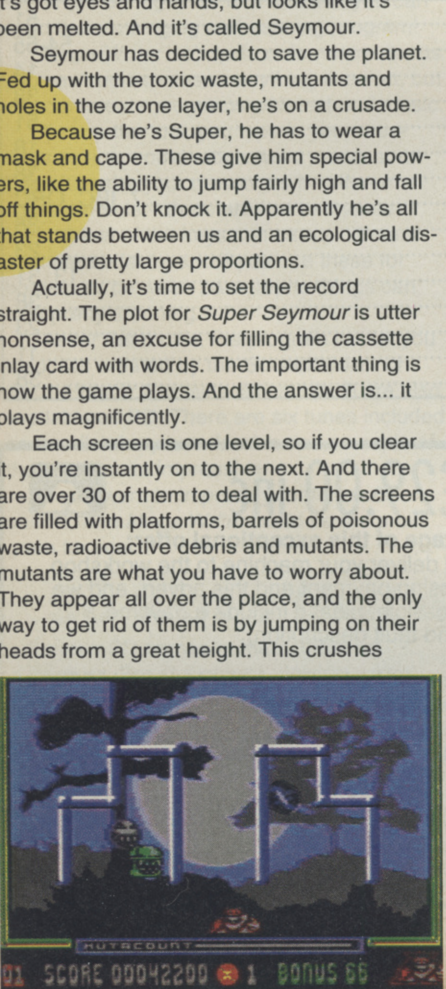
The trouble is, *Super Seymour* is remarkably difficult, especially the first screen. Once you've beaten it you'll be well set up to continue the rest of the game as normal, but that beginning is a real pain.

Practise, though, makes perfect. You'll soon get the hang of it all, and when you do, you'll find *Super Seymour* to be a most excellent game. It's got everything - addictedness, frustration, skill and a fair proportion of luck. You'll be hooked.

Having said all this, the graphics aren't earth-shattering. The sound is fun but won't worry Jean Michel Jarre. Both are fine, though, and the whole thing runs at a speed which will keep you glued to the screen as you hammer your joystick, trying to get out of the baddies' way.

For four quid you're getting a remarkably playable game that you won't finish in double-quick time. In fact, we'd like to hear if you find it easy. You can tell us your secret.

JAMES LEACH



Seymour's sister, Jane, is currently appearing in 'Over there, Toby' at the Royal Shakespeare Theatre.

Game	**Super Seymour**
Publisher	**CodeMasters**
Cassette	**£3.99**
Release	**Out now**
Contact	**0926 814 132**

POWER RATING

THE DOWNERS...

- Beginning level is very tough.

100

90%

- Addictive and frustrating gameplay keeps you coming back for several hundred million 'last goes'.
- Smooth and quick, it's responsive yet quirky to get to know.
- Excellent soundtrack gives the game a fun, arcade atmosphere, and adds a lot.
- It's hard, but you can learn to beat it if you persevere.
- If you lose a life, you don't have to go all the way back to the beginning.
- It's a pretty original idea, and it's bright, colourful and cute enough to give your eyes a treat as well.

0

...AND THE UPPERS

COMMODORE FORMAT saves the planet in April 1992

IMPORTANT NOTICE!

JASON FINCH was the Technical Editor
of Commodore Disk User magazine
and
JOHN SIMPSON was the Software Evaluator.

They are now the directors of

DATASPHERE PUBLICATIONS

LIGHT DISK64 is a new and innovative true disk-based magazine aimed at SERIOUS USERS of the COMMODORE 64 and 128 computers.

DATASPHERE publish LIGHT DISK64

At only £4.50 can you afford to be without this SUPERB MAGAZINE which combines informative articles with quality programs on TWO feature-packed DOUBLE-SIDED disks?

For your personal copy of this splendid 1st edition send your cheque/P.O. for £4.50 (postage & VAT included) to:

LIGHT PROMOTION, DataSphere Publications,
7 Fallowfield Close, Valley Drive,
Norwich, NR1 4NW

Please allow 28 days for delivery

COMMODORE SUPPLIES

C64 Printer + Interface	£139.99
C64 Power Supply	£27.99
64/128 Sound Expander	*£9.99
C16 Power Supply	£14.99
64/128 Sound Studio	*£4.99
C2N (64) Datasette	£29.99
C3N (+4) Datasette	£29.99
64 Slimline Case	£9.99
Mini Office 2 (64 cass)	£17.99
64 Parallel Converter	£19.99
Vic-20 Modulator	£14.99
64 Instruction manual	£9.99
Dot Matrix Printer	£119.99
64 Reset Cartridge	£9.99
801/803/LC10 Ribbons	£5.99
Mini Office 2 (64 disk)	£20.99
C64 Disk Drive	£99.99

*** Disk/Cass**

COMMODORE 64 REPAIR

Only £24.95 including parts and labour if repairable. Send machine only with fault description. Insurance included. Chq/P.O.'s to

VISA

Omnidale Supplies,
23 Curzon Street, Derby, DE1 2ES,
Tel: 0332 291219

Access

WANTED

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

DEAD OR ALIVE

CASH PRIZES

0898 313584

TREASURE ISLAND

1 2 3 4 5 6 7 8 9 10
A B C D E F G H I J
USE YOUR VOICE TO LOCATE THE TREASURE
CASH PRIZES

0898 313586

If you are under 18 years of age please obtain permission of whoever pays the phone bill.
INFODIAL POBox 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times

Commodore 64 Power Supplies	£19.99
Commodore 64 Compatible Data Recorders	£24.99
Commodore Tape Head Alignment kit	£9.99
Commodore 64 Light Guns and games	£24.99
Commodore 64 Handbooks	£5.99
Commodore R.F. Leads	£2.99

Prices include VAT, postage and packing.

All orders sent by return: Cheque/Visa/Access

Trade-in-Post, Victoria Road,
Shifnal, Shropshire TF11 8AF

VISA Tel/Fax *(0952) 462135* Access

ADVERTISERS INDEX

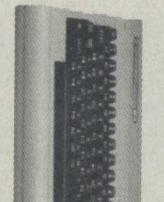
Bitcon Devices 51
Datel Electronics 54-55
FMG (Amiga Repairs) 14
Instamec 38
KJC Games 51
Lancastrian Holdings 18
Light Promotion 38
Ocean Media ..... 7, IBC, OBC
Omnidale Ltd 38
PR Freedman 23
Silica Shop 13, 31
Trade-in-Post 38
USA Direct 23
Voiceline 11
WTS Electronics 38

VISA

COMMODORE C64 REPAIRS Just £29.00 inc

Access

- Commodore registered.
- Over 10 years experience with Commodore computers.
- 20 qualified technician engineers at your disposal.
- We will undertake to repair your Commodore 64 computer for just £29.00 including parts, labour, V.A.T. and post and packing.
- Some computers can be repaired within 24 hours.
- Prices include full service check, overhaul and soak-test.
- All repairs covered by a 90 day warranty.



CF

* **How to take advantage of this exceptional offer:**
Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (If possible, please include a daytime telephone number and fault description).

* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair).

WTS Electronics Ltd, Studio Master House,
Chaul End Lane, Luton, Beds LU4 8EZ
(0582) 491949 - (4 lines)

PUBLIC DOMAIN GET SERIOUS!

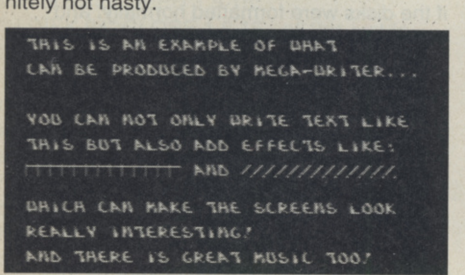
We've all heard about the games and demos that are in the public domain, but there are some pretty amazing serious programs out there too. Tim Howell uncovers some of the gems that can be got for the price of a disk...

It's a little known fact, but there is a lot of public domain software available for the C64. With demos and games, the graphics and sounds of our favourite machine are pushed to their limits, but for those people who want to use their 64 for playing more than the latest arcade conversion, there are also heaps of utilities and applications programs available.

Not only are there PD versions of standard commercial products, such as word processors and databases, there are also all sorts of unusual, but nevertheless useful, tools that cater for specific uses.

In this round-up we look at a variety of these – ranging from programs that could quite easily be commercial offerings, to others that are handy but may not be quite in the mainstream.

It may be cheap software, but it's definitely not nasty.



```
THIS IS AN EXAMPLE OF WHAT
CAN BE PRODUCED BY MEGA-WRITER...

YOU CAN NOT ONLY WRITE TEXT LIKE
THIS BUT ALSO ADD EFFECTS LIKE:
||||||||||||| AND ///////////////.

WHICH CAN MAKE THE SCREENS LOOK
REALLY INTERESTING!
AND THERE IS GREAT MUSIC TOO!
```

This shows just some of the things that can be done with *Mega-Writer*

MEGA-WRITER 6.0

Disk M432
Kingsway Computer Services

This little tool lets you write messages to fellow 64 users, but instead of sending a boring letter or a text file, you can send them a singing and dancing program!

Mega-Writer isn't quite a demo creator as you can't edit sprites or anything like that, but you can create programs with text and music.

To use the tool, you type in your message as you would with a word processor. You can write your messages in different character sets – there are five to choose from. A few of the keys can cause different animated effects, and if you use these for borders or between paragraphs things can look pretty stunning.

As for the music, the program will let you load files created by the *Soundmonitor* or *Rock Monitor 2* music utilities, which are also available as PD. There are six tunes included on the disk for you to load in and a couple of these are quite impressive.

If you want to impress your fellow 64 chums then *Mega Writer* could be the program for you.

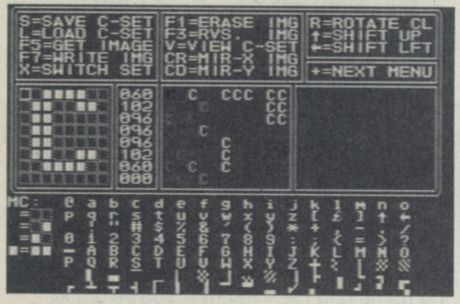
SET EDITOR

Utility Disk 18
ICPUG

If you're a serious programmer or demo writer, or even if you like dabbling with BASIC, at some stage you're going to have to edit the 64's character set to create those custom fonts or characters.

Set Editor lets you load the standard C64 character set into RAM so that you can then play around with the characters, doing whizzy things like reversing and inverting their images, as well as allowing you to alter individual pixels. All of these options are easy to accomplish as the program displays each function on the screen and the key you need to press to achieve it.

And once you've made all these changes you can save the changed character set to disk for future reference. It also lets you change the colours of pixels in the characters, which is handy for creating 'blocks' to be used in games or demos.



```
S=SAVE C-SET   F1=ERASE  IMG  R=ROTATE CL
L=LOAD C-SET   F3=RVS.   IMG  ↑=SHIFT UP
F5=GET IMAGE   V=VIEW C-SET   ←=SHIFT LFT
F7=WRITE IMG   CR=MIR-X  IMG
X=SWITCH SET   CD=MIR-Y  IMG  +=NEXT MENU

060
102
096
096
096
102
060
000
```

If you want to edit your character sets, use *Set Editor* – it's fontastic!

Set Editor works well and is very easy to use – and it beats using BASIC DATA statements any day!

THE DATA BASE

Disk B214
Kingsway Computer Services

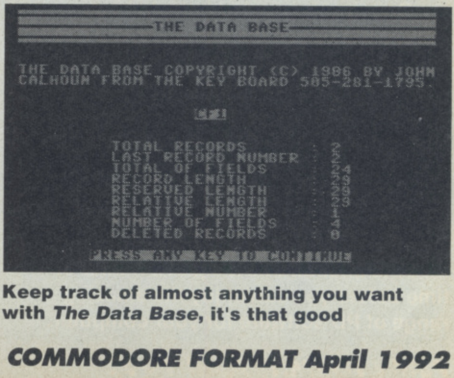
The Data Base is a powerful database program for the 64, letting you store and arrange vast amounts of information very easily.

The Data Base is in fact Shareware (see explanation in box) rather than PD, but if you find it useful – and you should – then it's definitely worth paying for.

Not only can you input and store your data, there is also a tutorial program to show you how to use the program to its full capabilities, and you can call up a help function at any stage in the program should you be unsure of what a particular function does.

Like most programs of this nature, *The Data Base* needs at least one disk drive, and it can support two.

Before you enter data you set up the 'fields' that you are going to be entering data in. So, for example, if you wanted to create an index for your valuable collection of *Commodore Formats*, you could set fields for



```
THE DATA BASE

THE DATA BASE COPYRIGHT (C) 1986 BY JOHN
CALHOUN FROM THE KEY BOARD 585-281-1795.

CF1

TOTAL RECORDS       : 2
LAST RECORD NUMBER  : 2
TOTAL OF FIELDS     : 24
RECORD LENGTH       : 29
RESERVED LENGTH     : 29
RELATIVE LENGTH     : 29
RELATIVE NUMBER     : 1
NUMBER OF FIELDS    : 4
DELETED RECORDS     : 0

PRESS ANY KEY TO CONTINUE
```

Keep track of almost anything you want with *The Data Base*, it's that good

So wot's that disk thing mean ?

Serious PD comes in many different flavours. For at a glance viewing we've divided the various PD utlilities into four groups and given each an icon.

Productivity programs: These help with everything from accounts to letter writing.

System: shows which utilities hone your C64's computing power to suit your needs.

Disk management: These let you take complete control of floppies, directories and data storage.

Comms: programs that allow or enhance your computer's ability to communicate via modems.

So then, just what is PD?

Public Domain software, or PD, is software that is basically free. The authors of the programs out of the kindness of their hearts have given up the copyright on their programs. This means that anyone can copy and use the programs as often as they like and don't have to pay the authors any money.

Some of the programs mentioned in the reviews are not Public Domain programs but Shareware. These you can still copy, but if you find that you like the program and use it a lot, you're obliged to send a contribution to the author. These contributions vary in their amounts, but they enable the programmers to make some money at least to cover the time and effort they have made writing the program, giving them an incentive to write even more useful software. Sometimes paying the shareware fee will entitle you to the latest version of the program plus other goodies.

When you order PD software from a company, though, you do have to pay a certain amount of money – usually anything between 99p and about £3 – but this is to cover the cost of a disk, postage, as well as any other overheads that the company has. Strictly speaking, you aren't paying for the software but its packaging.

This may seem a lot compared to the price of budget games and all that, but when you get a PD disk there are usually several programs on it, and in the case of this serious stuff, you probably can't get these types of programs anywhere else. A real barg, eh?

So how should you go about getting hold of this software? There are a couple of things you should do before you fork out your hard-earned dosh for a PD disk.

If you're after a lot of software, or you want to see what's available, try writing to the companies listed at the end of this article to get hold of a catalogue. Most libraries stock a wide range of stuff, but getting hold of a catalogue is the best way of seeing what's available. Don't forget to enclose an SAE when you write.

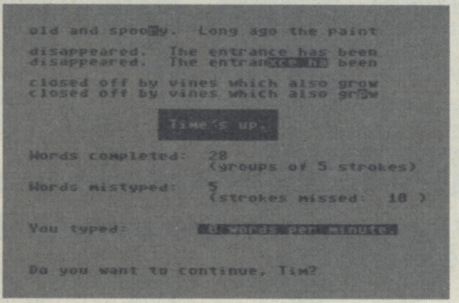
Once you've sorted out what you want, write or call the company you need to get the programs from just to make sure they have what you want, how much you have to pay and how you go about paying for it. This info is usually mentioned in the catalogue, but you never know. The best way to pay is by cheque or credit card, although some companies aren't able to take credit cards.

And after all this it's just a matter of time before you can enjoy the amazing range of PD software for your computer.

things such as the issue date, issue number, the name of an article and what page you could find it on.

Then, once you've entered all this data you could print it out and have all the info at your fingertips, or you could use the program to search through the database when you want to find a particular article at a later date.

A powerful and very capable program, *The Data Base* is well worth the cost of a disk and first-class stamp.



```
old and spooky.  Long ago the paint

disappeared.  The entrance has been
disappeared.  The entrance has been

closed off by vines which also grow
closed off by vines which also grow

             Time's up.

Words completed:  28
                  (groups of 5 strokes)

Words mistyped:   5
                  (strokes missed:  10 )

You typed:          0 words per minute.

Do you want to continue, Tim?
```

With the help of *Typing Tutor* it won't be long before you're touch-typing!

TYPING TUTOR

Disk E127
Kingsway Computer Services

At some stage, most of us have said that we want to learn to type properly. But do we do anything about it? No!

Now's your chance to redeem yourself – you can use *Typing Tutor* to improve your typing speed and accuracy.

The program consists of 22 different lessons which you can progress through as your skills improve. These range from simple lessons explaining where the keys are on the keyboard, to presenting a whole page of text to type in, measuring your speed as you go.

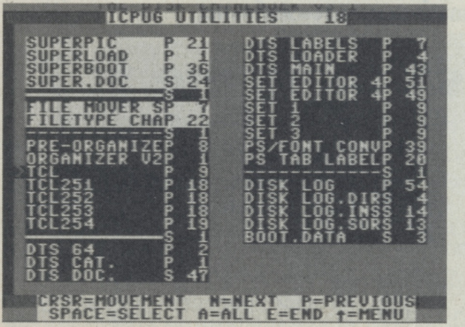
Each lesson leads on to the next one, and by the end of lesson 22 – or even before then – you'll be a much better typist than when you started.

DISK LOG

Utility Disk 18
ICPUG

Another disk-related program, *Disk Log* has been designed to keep track of all your files. The program lets you load directories into it, which you can then sort according to their filenames, the name of the disk, the disk ID or the size of the programs.

Once you've logged your disks you can save the data or print it out. The program also has a search option so you can hunt down the name of a file – handy if you've got zillions of disks. You can store up to 500 entries for each category, so most users should be able to cope with the system.



```
             ICPUG UTILITIES      18

 SUPERPIC      P 21     DTS LABELS   P  7
 SUPERLOAD     P  1     DTS LOADER   P  4
 SUPERBOOT     P 36     DTS MAIN     P 43
 SUPER.DOC     S 24     SET EDITOR 4P 51
 -------------S  1     SET EDITOR 4P 49
 FILE MOVER SP    7     SET 1        P  9
 FILETYPE CHAP   22     SET 2        P  9
 --------------S  1     SET 3        P  9
 PRE-ORGANIZEP    8     PS/FONT CONVP 39
 ORGANIZER V2P    1     PS TAB LABELP 20
>TCL           P  9     -------------S  1
 TCL251        P 18     DISK LOG     P 54
 TCL252        P 18     DISK LOG.DIRS   4
 TCL253        P 18     DISK LOG.INSS  14
 TCL254        P 19     DISK LOG.SORS  13
 --------------S  1     BOOT.DATA    S  3
 DTS 64        P  2
 DTS CAT.      P  1
 DTS DOC.      S 47

   CRSR=MOVEMENT   N=NEXT   P=PREVIOUS
    SPACE=SELECT A=ALL E=END ↑=MENU
```

Simply load in your disk directories and *Disk Log* will create a catalogue of them

If you've always wanted to sort out your software collection, *Disk Log* could be the incentive you need...

PEEK A BYTE

Utility Disk 17
ICPUG

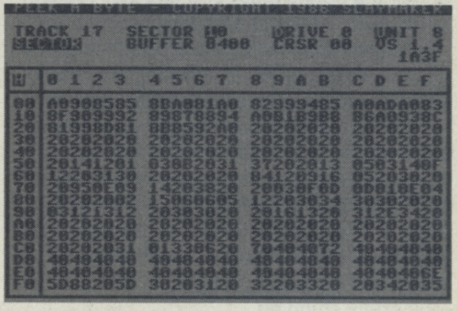
One for serious users only, *Peek A Byte* is an advanced memory and disk editor, enabling you to edit the data on your floppy disks or the programs you load into RAM.

The disk-related functions are quite comprehensive: you can read from and write to individual tracks and sectors on the disks; there is a fast format option to format disks much faster than usual, although this fast formatting would probably not be as reliable as if the disks were formatted normally; and there are several built-in copying functions, including a nibble option, which is good for copying some of the more trickily formatted PD disks out there.

As for the memory-related options, you can disassemble parts of your 64's memory and see how the coders out there manage to do their stuff.

Disassembling provides an effective way to 'read' the machine code of your 64 in a form that almost resembles English rather than confusing numbers that the data would otherwise resemble.

Peek A Byte also has a demo program which takes you through how to use the program. This is handy whether you want to learn how to use the program or get the most out of it.



```
TRACK 17   SECTOR 00     DRIVE 8   UNIT 8
SECTOR     BUFFER 0400   CRSR 00   VS 1.4
                                     1A3F

  | 0 1 2 3  4 5 6 7  8 9 A B  C D E F
00| A0900585 8BA081A0 82999485 A0ADA083
10| 8F909992 89878894 A0B1B9B0 B6A0938C
20| 81998D81 8B8592A0 20202020 20202020
30| 20202020 20202020 20202020 20202020
40| 20202020 20202020 20202020 20202020
50| 20141201 03082031 37202013 0503140F
60| 12203130 20202020 04120916 05203020
70| 20950E09 14203820 20030F0D 0D010E04
80| 20202002 15060605 12203034 30302020
90| 03121312 20303020 20161320 312E3420
A0| 20202020 20202020 20202020 20202020
B0| 20202020 20202020 20202020 20202020
C0| 20202031 01330620 70404072 40404040
D0| 40404040 40404040 40404040 40404040
E0| 40404040 40404040 40404040 4040406E
F0| 5D00205D 30203120 32203320 20342035
```

***Peek A Byte* lets you look at your disk byte-by-byte and even change the data on them**

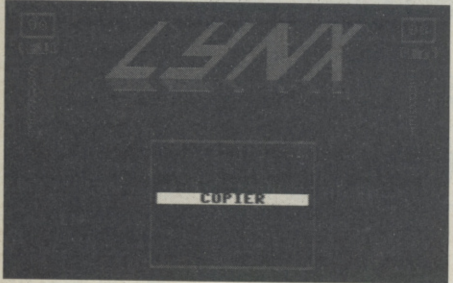
LYNX

Utility Disk 17
ICPUG

One for the comms freaks out there, *Lynx* is used for combining a whole lot of files together into a single file, making disks easy to send over the 'phone line.

Apart from this, *Lynx* has several other features designed to make life easier for disk users, including the ability to copy files of any size, editing the order that files appear in a directory and entering DOS commands at the press of a key.

All of these different functions are accessed from a straightforward menu screen that comes up as soon as the program loads. *Lynx* is the standard file transfer method for comms users so if you've got a modem or you want to compress your disk collection, you must have this.



Lynx is the best way of combining a lot of files into a single file – one for comms users

DISK CONTROLLER

Utility Disk 14
ICPUG

If you've got a disk drive, one of the biggest hassles of doing anything is the long commands you have to type in. You know the sort of thing: OPEN 1,8,15: "N:DISK,64":CLOSE 1,8,15 - all this just to format a disk.

Disk Controller has been designed to make a lot of common disk operations, such as formatting a disk and renaming files, easy to do, as well as having a few other handy functions. Some of these are the ability to change the ID or name of a disk, undelete files, compact or decompact files or even merge two files together.

The program also has a built-in disk editor so you can examine your disks byte-by-byte and change the data on them, although if you do try anything like this always make a back-up copy of any disks you want to edit, so that you don't wreck the disk accidentally.

STORY WRITER

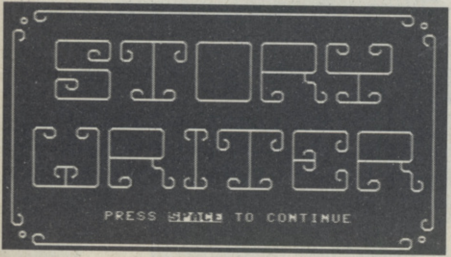
Disk B220
Kingsway Computer Services

Story Writer is a program that has been created for users to write (surprise, surprise) stories. Basically, this program is a form of word processor, the difference being that instead of using it to create letters or type in your essays (although it could be used for this), it is meant just for writing stories.

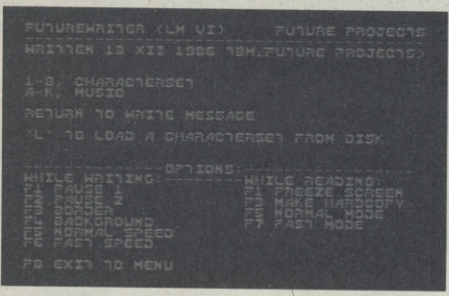
When you start, the program asks for your name and the title of your soon-to-be-written story before switching you to the main working screen. Just to remind you of who you are and what you're supposed to be doing it scrolls these two pieces of information across the top of the screen while you work on your literary masterpiece.

At the end of your endeavours you can save your text or print it out, just like any word processor.

Reasonably well presented and easy to understand, *Story Writer* is worth a look.



Once upon a time... Use *Story Writer* to create your own literary masterpieces



```
FUTUREWRITER (LM VI)       FUTURE PROJECTS
WRITTEN 13 XII 1986 TBM/FUTURE PROJECTS)

1-8, CHARACTERSET
A-K, MUSIC

RETURN TO WRITE MESSAGE

'L' TO LOAD A CHARACTERSET FROM DISK

---------------OPTIONS:-------------------
WHILE WRITING:---------WHILE READING:
F1 PAUSE 1             F1 FREEZE SCREEN
F2 PAUSE 2             F3 MAKE HARDCOPY
F3 BORDER              F5 NORMAL MODE
F4 BACKGROUND          F7 FAST MODE
F5 NORMAL SPEED
F6 FAST SPEED

F8 EXIT TO MENU
```

By using *Future Writer* you can send impressive letters to all your mates

FUTURE WRITER

Utility Disk 14
ICPUG

Like *Mega-Writer*, *Future Writer* also lets you write messages but it does the job differently.

You can't load tunes that you create into the program, but you do have a choice of 11 existing ones to load in. And, like *Mega-Writer*, you can also choose between a selection of character sets or fonts to write your messages in. *Future Writer* gives you eight to choose from.

When you start typing in a message you can see what the finished product will look like at any stage, and if you can't finish the message in one go then you can load and save it to work on at a later date.

You can also print out your messages, which turns *Future Writer* into a primitive form of word processor as well – especially useful if you want to print out a file you've been sent from someone.

Once you have completed a message the program will compact it and save it on to disk, saving space and enabling you to send it to all your mates.

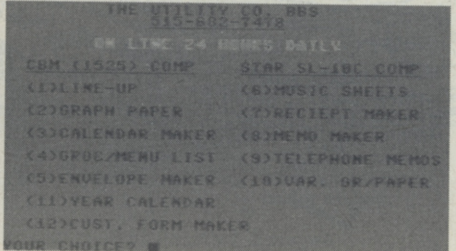
STATIONERY STORE

Utility Disk 14
ICPUG

When you convinced your folks to get you your C64, I bet you said it would be useful or that it would make their lives much better, when all you really wanted it for was to play games.

If you really want to convince them that they made a wise investment then *Stationery Store* might help to improve relations with your parents. What this program does is print out a variety of forms for different useful requirements. There are several options to choose from, and you can print out everything from a yearly calendar, to memos, receipts and envelope labels.

Of course, you'll need a printer to use it properly, but if you need to print this sort of thing out then *Stationery Store* will do the job.

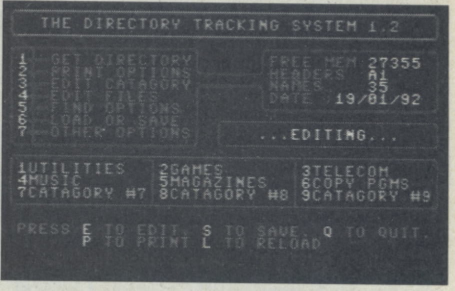


```
        THE UTILITY CO. BBS
           515-682-7418

      ON LINE 24 HOURS DAILY

CBM (1525) COMP     STAR SL-10C COMP
(1)LINE-UP          (6)MUSIC SHEETS
(2)GRAPH PAPER      (7)RECIEPT MAKER
(3)CALENDAR MAKER   (8)MEMO MAKER
(4)GROC/MENU LIST   (9)TELEPHONE MEMOS
(5)ENVELOPE MAKER   (10)VAR. GR/PAPER
(11)YEAR CALENDAR
(12)CUST. FORM MAKER
YOUR CHOICE? ■
```

With *Stationery Store* you can print out a wide range of forms and sheets



```
  THE DIRECTORY TRACKING SYSTEM 1.2

1 GET DIRECTORY           FREE MEM 27355
2 PRINT OPTIONS           HEADERS   A1
3 EDIT CATAGORY           NAMES     35
4 EDIT FILES              DATE  19/01/92
5 FIND OPTIONS
6 LOAD OR SAVE
7 OTHER OPTIONS             ...EDITING...

1UTILITIES     2GAMES         3TELECOM
4MUSIC         5MAGAZINES     6COPY PGMS
7CATAGORY #7   8CATAGORY #8   9CATAGORY #9

PRESS E TO EDIT, S TO SAVE, Q TO QUIT.
      P TO PRINT L TO RELOAD
```

The Directory Tracking System lets you do almost anything you want to your disks

DIRECTORY TRACKING SYSTEM

Utility Disk 18
ICPUG

Another one of those 'do everything, including sweep the floor' type of programs, *Directory Tracking System* is a combined disk cataloguer and file arranging tool. It has all the usual file operations like renaming and deleting files, but it's the cataloguing functions that's the bee's knees of the program.

Once you get a directory of a disk, you can sort through the file names and label the files according to what they do. There's a wide choice of nine categories, so you can label the files everything from a utility or game, to varieties of Peruvian carpets – it's up to you. PD, powerful and priceless. Perfect.

Disk, not tape

For the sake of convenience, and despite the fact that some programs could be put on to tape, all PD libraries supply their programs only on disk. If you are a tape user, and you really want to try out some of this stuff, you could try contacting the libraries to see if they'd be prepared to put some software on to tape. If enough people request tape software, someone might oblige...

PD Library

To get more info on PD software, how 'bout writing to these companies to get hold of a catalogue of their wares? Don't forget to send an SAE.

Silver Wing Software
165 Callowbrook Lane,
Rubery,
Birmingham B45 9TG.

Kingsway Computer Services,
72 Glencoe Road,
Sheffield S2 2SR.
Tel: 0742 750623

Independent Commodore Product Users Group (ICPUG),
Membership Secretary,
PO Box 1309,
London N3 2UT.

Binary Zone
153 Farriers Corner,
Westlands,
Droitwitch,
Worcs WR9 9EX.

HORROR BEYOND BELIEF! CERT X

The Mighty Brain

QUALITY CONTROL

Once again the gargantuan grey glob grumbles into life. In a flash the neurons snap into gear resolving paradoxes in nano-seconds, enigmas in an instant. To harness this brain-power write to TMB, Commodore Format, 30 Monmouth St, Bath Avon, BA1 2BW.

Dear Mighty Brain

Please publish this letter as it is my birthday soon and there are a few questions I'd like to throw at you.

1) Is it worth getting a Mega-Drive or a Game Gear? I already have a C64 and bought *Final Fight* 'cause you didn't review it in time. It made me wonder, is the quality of games as high as it was?

2) How do you compare to the TV's Gamesmaster?

3) Why are Neo-Geo games so expensive?

Matthew Grant, Lancs.

1) No, the quality of games hasn't changed, there are as many really appalling games out there now as there ever has been! But on the question of going for one of those console thingies, I would advise against it. What you have in the C64 is a highly versatile computer, whereas your console is strictly a games machine with each title weighing in at £20 plus; and there are still as many duff games available for them as there are for the C64.

2) Well, it's a bit of a non-contest really. You see, I actually exist and the Gamesmaster is just TV astronomer Patrick Moore dressed up with a few whizzy graphics. Besides, he only looks at the stars - I've been there!

3) Ask yourself: "How many people do I know who own a Neo-Geo system?". The price has to reflect the potential sales base and as there are so few Neo-Geos around the price is bound to be high. It would probably be cheaper for the programmers to go round to people's houses and do a one-off job!

TMB

TV star gazer or TMB. Which do you believe in?

MANGE TOUT

Dear Mr Cerveau (Brain in French)

I have a few teasers for you to think over. They're pretty simple (well I can do them, but I want to see if you can) but don't print this letter if it proves you are thick with an IQ of -∞. Anyway...

1) How are you doing?

2) Do you think you would taste nice if we chilled and ate you - like monkey brains. No offence meant?

4) Is there any game that you cannot complete?

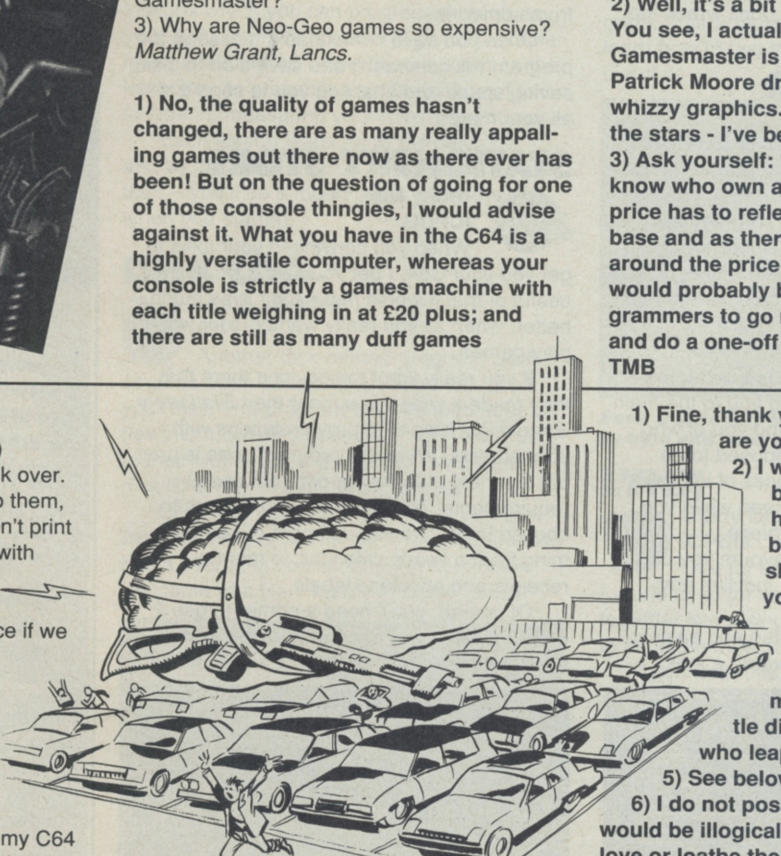
5) What do you think of the Royal Family (I love 'em)?

6) Do you have emotions?

7) I find that plugging my C2N into my C64 increases gameplay. If I press play it gets even better. I think all games are worth 100%!

8) Am I funny?

Matthew Ibbs, Carlisle.



Angered, TMB storms from the building to face his nemesis - the Chef!

1) Fine, thank you very much - why are you asking?

2) I would taste delicious, but to chill me you'll have to catch me first. I'll be in the car park at 2am sharp next Tuesday, if you want to try it pal! And be packing some thick artillery!

4) Yes, *Mousetrap* - my cat (TMM) ate the little diver; you know, the one who leaps into the bucket!

5) See below!

6) I do not possess emotions - that would be illogical. So how can I either love or loathe the family known to your nation as the Windsors?

7) No comment.

8) No comment needed!

TMB

DISK-GRUNTLED

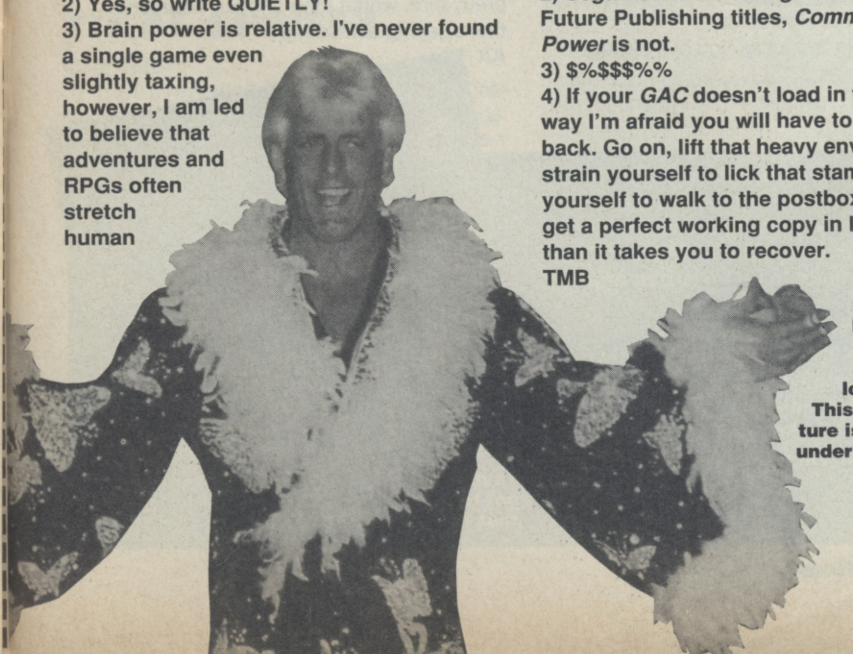
Dear Mighty Brain
Hi, how are you?
1) Why don't you make some disk versions of *CF* (instead of the tape) and see how people like them?
2) Is there any way to convert your Powerpack tapes on to disk, as I don't have a datacorder and that means that I can't use your covertape?
3) How come *CF*14 didn't have a poster in it?
4) What are the best new-release games?
Andre Mussone, NSW, Australia.

1) & 2) We don't have coverdisks simply because the majority of C64 owners use (or have access to) some kind of cassette datacorder. You are however rightly disgruntled about not being able to use the rather spiffy Powerpacks. So, after many threats, the bunch of lower life forms I work with can now offer you a tape-to-disk transfer. If you check out page five then the full details can be found at the bottom.
3) i) A crack team of international art thieves broke into our printers and stole all 60,000 centre-spread posters.
OR
ii) There were so many games that we decided to use the space for reviews. Which do you believe?
4) The ones that say "It's a Corker" on the review pages!
TMB

PANDAMANIA VI

Dear TMB
I'd like to ask you a few questions. Please would you answer them.
1) Is the *CF* Poke Tape any good?
2) Do you ever get a headache?
3) Have you ever seen a C64 game that requires Brain power, if so what?
4) I don't like *WWF*, do you?
Jamie Holiday, Leeds.

1) The *CF Diary* (and tape) is absolutely crammed with pokes - mostly for infinite lives and there's a healthy ration of pointless trivia absolutely free. (*Right Ed, that's my sales pitch over where's that fiver you promised - TMB?*).
2) Yes, so write QUIETLY!
3) Brain power is relative. I've never found a single game even slightly taxing, however, I am led to believe that adventures and RPGs often stretch human minds near to breaking point or beyond.
4) I think that the World Wildlife Fund is an outstanding organisation, and the Panda logo is brilliant!
TMB



Endangered species the world over love the WWF. This rare creature is constantly under attack.

MAN IN SPACE?

Dear TMB
1) First there was *Man Utd* the game, then *Man Utd Europe*. Will there be a third game in the series?
2) Are you honest when you review games?
3) *Commodore Format* gave Audiogenic's *World Class Rugby* 55% when another mag gave it 84%. Explain?
4) Who are you?
Simon Wallington, Hounslow.

1) Yes, hot off of the press is the news that the *Man Utd Trilogy* will be completed with *Man Utd - The Galaxy*. It's a footie sim-cum-shoot-'em-up whereby crafty use of the off-side rule Griggs, Hughes and Webb subdue wave after wave of hostile, multi-limbed aliens.
2) Of course! My habit of collecting large envelopes stuffed with cash and marked 'Bribes' from behind the hot water pipes at Temple Meads station has nothing to do with the outrageously high scores I'd give to games. Strangely enough, though, they never let me review games.
3) Uh, we gave *Rugby* one score and the other mag gave it another. Happy?
4) TMB!
TMB

Rumour has it that football's 'living legend' Bobby Charlton will star in the new game, Man Utd III.

?!???!!

Yo Mighty Brain
OK down to business:
1) Is *Rainbow Islands* available on budget?
2) There is a new magazine out for the C64 with the second part of the title 'Power'. Is this from the same group as *Commodore Format* as I notice that Future publish *Sega Power* and *Amiga Power*? Or is this new magazine a rival of yours?
3) ?!???!!
4) My *GAC* doesn't work but I can't be bothered to send it back. Shall I send it back or try to load it a different way?
James O'Leary, Kent.

1) Yes, it has recently been released on the Hit Squad label.
2) *Sega Power* and *Amiga Power* are both Future Publishing titles, *Commodore Power* is not.
3) $%$$$%%
4) If your *GAC* doesn't load in the normal way I'm afraid you will have to send it back. Go on, lift that heavy envelope, strain yourself to lick that stamp, force yourself to walk to the postbox and you'll get a perfect working copy in less time than it takes you to recover.
TMB

YOU'VE BEEN FRAMED!

Dear TMB
After mastering *Bubble Bobble* at the arcade I bought it for my C64. It was the worst game I have ever played. This aside, I have a few questions for you.
1) Why is it that your freckled friend Roger hasn't reviewed *American 3D Pool* yet - I think it's the best pool/billiards yet seen?
2) How has *Turtles - The Coin Op* got to number three in the full price-charts as the demo was crap.
Bryan Wolstenholem, Manchester.

***Bubble Bobble* the worst game ever! I'm shocked, nay stunned. That's almost blasphemous! How can any game with small bubble blowing dragons be - as you so quaintly put it - crap? I think we must agree to differ!**
1) Freckled yes, friend no. Regardless of my personal opinion of the young skinflint however, I must point out that he is ahead of the game, while you are behind. He reviewed *American 3D Pool* way back in *CF*11. It scored 90%.
2) There's no accounting for taste!
TMB

CRIME WATCH

Dear TMB
Please could you tell me what has happened to US Gold's *Murder* as I have recently got a 1541-11 disk drive and was looking forward to the game. But, shock horror, I was told that it was unavailable. What has happened? Is there anywhere I can get a copy?
A Worried Mass-Murderess.

Unfortunately, with new titles hitting the streets all the time, games are deemed to have limited shelf-life - a software sell-by date if you like! So after a few months,

production stops. You may want to try US Gold direct on 021 6253388, although it's unlikely they will be able to help. Alternatively, look in the mail-order ads, as older games often creep in there at knock-down prices.

However, Miss Murderess, have you ever thought of giving up your life of crime. A five minute slot on *Crime Watch* isn't worth it you know!
TMB

LOTUS POSITION

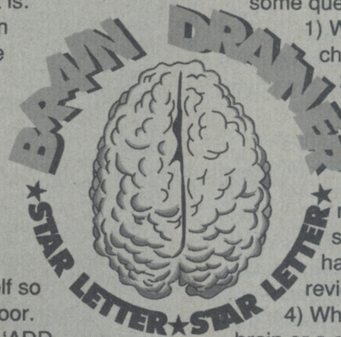
Dear Mighty Brain
I see you as the most handsome, clever, witty and charming brain I have ever met, so could you answer these questions that have me turning in my bed every night.
1) Why did you use the picture from the front cover of Audiogenic's *World Class Rugby* to illustrate the review of Domark's *Rugby - The World Cup*?
2) When will *Lotus Turbo Challenge* II be ready for the C64?
3) Is there any chance that the Action Replay Cartridge will get any cheaper?
4) What happened to the second part of the users' guide to *Graphic Adventure Creator* promised to come out in issue 17?
5) What do you think to the possibility of Nintendo, Sega and Commodore joining together to produce a single company is? My friends and I think that this would result in the best computer/console games machine the world has ever seen?
Xavier Clift, Berks.

1) Ahh! You noticed! Well, photos of Samoan prop forwards being punched are rare you know!
2) Gremlin have only just started the project so you'll have to wait for a few months yet. Maybe August?
3) That one is up to Datel and even I'm not privy to their pricing policy.
4) Ahh! You noticed? Maybe, just maybe if you turn to page 46 real fast (but you have to do it fast), then you may very well be in for a distinctly pleasant surprise!
5) Neat idea, but about as likely as an extremely unlikely thing! A few years ago a similar experiment was tried with music at a place called Woodstock. All the best musicians on the face of the planet gathered and shared their ideas. Did they write the best songs ever? No, it rained and everybody went home grumpy!
TMB

IFHIT GOTO

Dear TMB
Being a *3D Construction Kit* User, I was appalled with your answer to Kris Dunlop's letter in *CF*17. I'll tell it like it is:
To make a door that you can walk through, first create the inside and outside of your building in two different areas. Create a black rectangle for your door and move it into position. Note down the object number of your door. Now go back to the area where the door leads to and position yourself so you have your back to the door. Go to the menus and select 'ADD ENTRANCE'. Write down the object number of this entrance too. Save the lot and reload it back into your condition editor. You may now program the following local routine:
IFHIT (Door Object Number)
THEN
GOTO (Door Entrance Number) (Area Number)
If you now walk into the door you will go through it.
Anyway, while I'm on the subject whatever happened to that extra look at the *Kit* promised in the review?
Steven Flannagan, Sheffield.

You see I didn't need to bother, I KNEW that you were about to write in and this has saved me wasting valuable time - time better spent on my latest project with the *5D Construction Kit*!
TMB



3DCK: A TMB Q&A

Dear TMB
Please spare me a few moments from frothing in your formaldehyde solution to answer some questions.
1) Which shops would I purchase *3D Construction Kit* in?
2) How much would I expect to pay for this hoojit *3D Construction Kit*?
3) As I only got my C64 at Christmas I have only been reading your mag for the past six months. So please, if you haven't already done it, write a review on *Player Manager*?
4) What is The Mighty Brain a brain or a computer chip?
The Bean.

1) A software shop that has *3D Construction Kit* in stock of course! If you can't find one of these, ask the proprietor to order it for you - the publishers are Domark and make sure you tell them whether you want the *Kit* on disk or tape! If you haven't got a local software shop who can order it, ringing Domark may do the trick, they're on 081 780 222.
2) The above shopkeeper should charge around 35 of your Earth pounds, not bad for your own 3D world!
3) No. Not now, or ever! I'm too insulted by question four! Am I a computer Chip, indeed! Outrageous!
4) Hmmmmph, grumble, mumble , sulk, mumble, grrrrr!
(A very insulted) TMB

BOB MONKHOUSE IS A PENGUIN

Dear TMB
In response to the letter Chart Attack in *CF*17, here is a chart based upon how many games different companies had in the Chart and their position.

1 Ocean	183pts
2 Mirrorsoft	104pts
3 Codemasters	71pts
4 Virgin	68pts
5 Beau Jolly	53pts

Mark Luscombe, Plymouth.
PS. Please title this letter Bob Monkhouse is a penguin.

TMB

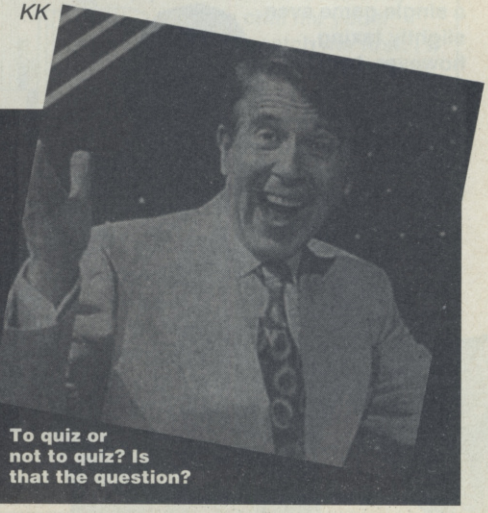
CORKED?

Dear TMB
I read the review of the *Blues Brothers* in *CF*16 and the guy who wrote the review must be pretty naffo! He said that he had not completely finished the game and he had a cheat. Then, in the 'downers' he put "sparse gameplay", is that contradiction or what? But never the less the game was awarded a 'Corker', so off I toddled to purchase a copy. Two days later I completed it. So come on guys, pull your socks up will you - by the way the end is pretty dire, worse than *Dragon Ninja* and that's saying something!
KK

NOT BORING

Dear Mighty Brain
Please answer these questions - they're not at all boring - and you'll know the answers, won't you?
1) Could you please ask all the *CF* fans to write in if they think a quiz page, eg questions, crosswords, etc, is a good idea or not? Do they want one?
2) Have you Powertested *Pipemania* because I don't think you have? If this is the case what percentage would you give it?
Tina Hamilton, Co Durham.

1) Oh, since you asked so politely. "Do all you *Commodore Format* fans think a quiz page, eg questions, crosswords, etc, is a good idea or not?" If you do, would you want it to be for prizes or just for fun?
2) Nope, never reviewed it, before our time you see. If I remember correctly - which of course I do - it would have scored around the 85% - 90% mark as it was a scorching little puzzle/dexterity test. But then, I'm not allowed to review games am I?
TMB

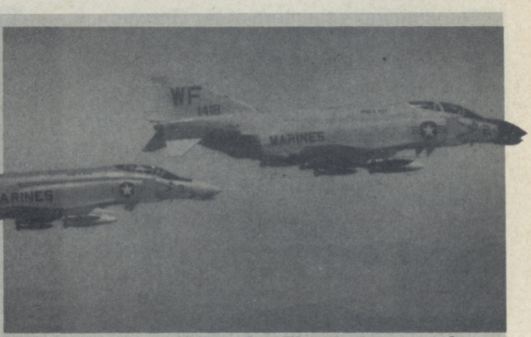

To quiz or not to quiz? Is that the question?

Hmm! I think that you may have misconstrued the meaning of gameplay. It has nothing to do with how quickly a game can be finished but relates to the way that the game actually works; how the rules that it imposes on you are gradually revealed as play develops. In the first few screens a good game teaches you what the 'rules' are - what's fatal and what's not, etc - then constantly develops these concepts. In a tedious game all you have to do to win is repeat the same process time after time. While in a game with good gameplay your understanding of these 'rules' and ability to implement them are continually tested. Our reviewer simply meant that while *Blues Brothers* is impressively big, it rarely throws out any new challenges. A fact you proved by finishing it so fast.
TMB

FOTI SIMULATOR

Dear TMB
I am writing this letter to ask you if (or when) *Flight of the Intruder* is ever coming out for the C64?
Lee Collis, Essex.

It seems a tad unlikely. Mirrorsoft, the software company who held the licence, has changed hands since the game was released on the 16 bit machines, and even on these formats the games were massively late!
TMB



The F-4 McDonnell Douglas Phantom, a wonderful aircraft, holder of numerous speed records, an army and naval aircraft and lovely plumage.

DEATH IN VENICE

Dear TMB
I am writing in response to the letter from Gobinder Jhitta (*CF*18). I too have completed *WWF Wrestlemania*, and here are my answers to his questions:
1) No you are not the first person to complete *WWF* - I completed it on 2 Jan 1992.
2) I don't think that The Mighty Brain can ring Ocean because he has no hands and it's not worth it anyway.
3) Wotcha' gonna do when the largest arms in the world and Hulkmania run wild on you?
Hulk Hogan, Venice Beach, California

Thanks for the help Mr H, especially with regard to ringing Ocean. When they visited Bath recently I granted them an audience and did inform them of Gobinder's achievement. They were impressed with him but thought that you could have done better - beating the likes of Slaughter, Warlord and friends is your job after all!

Regardless of that, there's no need to be get all aggressive. This is only a game, it's not as if he really beat you. As for what he'll do when "the largest arms in the world and Hulkmania run wild on him", submitting seems a good idea.
TMB

FINAL SPRITE?

Dear TMB
1) In *CF*'s review of *Final Fight* you said that one of the good things about it were the huge sprites!?! Compared to the Amstrad's or even the Speccy's these were minuscule! Come on US Gold get your act together!
2) Would a software pirate write in and tell everyone the point in pirating games because I can't understand why they do it?
Neil Miles, Kent

1) When you're dealing with a game that scores a massive 19% looking for an 'Upper' of any kind is tricky. We were going to say "it loaded" but then weren't entirely sure whether that was an 'Upper' or a 'Downer'!
2) A good strong challenge Neil, but one that I suspect will fall on deaf ears. There is no point to piracy, just as there is no point to theft - for that is what piracy is. These 'pirates' are too stupid to look beyond their own greed and do not realise this. Hopefully your challenge and my reply offends any pirates out there. And if it does, they are welcome to write in defending their case. Any replies will be dealt with in the correct manner - a telephone call to the Federation Against Software Theft (FAST) on 0628 660377.
TMB

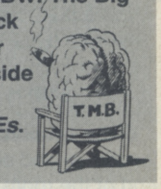
TIB TIPS

Dear TMB
If you are soooooo brainy, how about answering some of my questions?
1) What games does the new TIB hard disk-drive come with?
2) Are they any good?
3) Does your brain predict loads and loads of games for the disk drive, and if so are they going to be mega-pricey?
4) Why, in your *Winter Camp* review, did you say that it was a Yeti in the ice cavern when it is the one and only Clyde from *Creatures*?
G Cameron, Portsmouth
PS If you don't print this letter I will kill my C64 by playing *Dick Tracy* for three hours non-stop!

1) Firstly the TIB is still a floppy disk drive and the games come on a 'free compilation disk'. The games in question are *Pyjamarama, Ninja Rabbits, Gutz, Firefly, Equinox, Frost Byte* and *Quack*.
2) None of them are stunners - but they are free after all. *Gutz* is a bit ropey and *Ninja Rabbits* was popular but not brill'. The best of the bunch are the golden oldies *Frost Byte*, *Firefly* and *Equinox* in that order. As budgie games they'd rate around the 70% mark.
3) I'm supremely intelligent but I'm not a fortune teller. The viability of games on 3.5" disks depends on the support the drive gets. If millions sell, then the software publishers will support them. They are an attractive format though, as the disks are more robust and cheaper that 5.25" and more can be crammed on.
4) It was not me wot wrote it but James! By the way I do not normally give in to blackmail, but subjecting your innocent C64 to death by *Dick Tracy* was too nasty a threat. How can you be so cruel?
TMB

THE END

Got a question? Got an opinion? Get The Mighty Brain working for you. Write to TMB, Commodore Format, 30 Monmouth St, Bath, BA1 2BW. The Big B scans the entire mail sack and plucks the spiffiest for the best letters page this side of the Proxima Centurai.
Please don't send any SAEs.

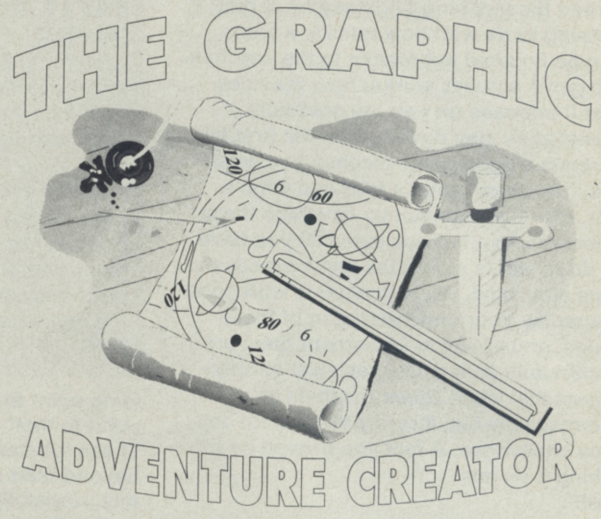


PHONEY REVIEW

Dear TMB
I was reading you review on *Saracen Paint* (*CF*17) and tried to ring the number you printed but found it was unobtainable. Is this a printing error? If not where can I get the right number?
Emma Petch, Suffolk.

You've got us banged to rights Ma'am, it's a fair cop! The wrong number was printed, due to human - note the species - error at our end. The number should have been 0480 496497 for Saracen Paint's UK distributors. The offending reviewer, a certain Maff Evans, has been forced to listen to strange Belgian techno-dance music for a week to make amends for this.
TMB

Maff pays the price! One mistake and he's made to suffer Front 242 at full blast, that should teach him...



The wait is over game makers, the Graphic Adventure Creator tutorial is continued. This time Stuart 'the' Whyte 'Wizard' tells you how to expand your simple two room network into an eight room maze, add some treasure and a key or two - now that should get you thinking.

In the first instalment of his *Graphic Adventure Creator* Stuart Whyte showed you how to set up a simple two room adventure - consisting of a bank vault and an adjacent room. It has to be said though that even for the novice this doesn't really rate as a toughie. Now, in part two of 'Getting started and getting good' he shows you how to add extra rooms and conditions that make graphic adventures a pokey mental test.

MY FIRST PUZZLE!

Not only are we going to add more locations to our bank adventure, we will also be adding a puzzle (a locked bank vault door) and even a maze!

First let's add the extra locations -

Room 3 'You are outside the bank. Exits are north and west.'
▪Connections: N 2 W 4
Room 4 'You are on the the highstreet. There is an exit to the east and you can go down to the sewers.'
▪Connections: E 3 D 5

and amend the old locations...

1.Add the message 'The bank vault door lies open to the east,' (we're not going to allow the adventurer to close the vault, just open it) in Room 1.

2.Remove the exit 'west 1' from room 2 (as we'll be putting a door between these two locations) and add south 3. Also add to the end of the room description 'There is an exit to the south and a large bank vault door to the west.'

NB:QV

In issue 16 we said that the quick-start file was called QS.ADV and lived on side two of the tape. This was in fact one big fib. QS.ADV can actually be found in bits (QS and ADV). On side one the file called QS can be found, while ADV lives on side two and has to be accessed in upper case. Sorry if this caused any hassle, sleepless nights, headaches...

Now let's add a maze - let's have the maze as a sewer complex lying beneath the highstreet...

Room 5 'You are in a dank sewer. You can see daylight above.'
▪Connections: U 4 N 8 S 7 E 7 W 6
Room 6'You are in a smelly sewer.'
▪Connections: N 7 S 8 W 5 E 6
Room 7'You are in a slimy sewer.'
▪Connections: N 6 W 7 E 7 S 8
Room 8'You are in a sewer.'
▪Connections: N 7 S 8 W 8 E 8

So let's go over what we've got now - we've added a lot more locations, including a four room sewer maze, which should be good (and could be made a lot harder if you changed all the location descriptions to be the same!). Now, we still want to add -

- Start in room 8
- Put a key in room 8
- Add a door to Room 2
- Add a puzzle which lets you open the door with the key...

Starting in room 8 is easy - just go to the 'Begin where?' menu and change it to 8! As to putting the key in room 8, follow the same approach as the bar of gold from last issue - ie..

Nouns
2 Key
Objects
2 a key
starts in room 8
and weighs 1.
Messages
2 The key looks important...

Low Priority:

```
11: IF (VERB 7 AND NOUN 2 AND HERE 2)
GET 2 OKAY END
12: IF (VERB 8 AND NOUN 2 AND CARR 2)
DROP 2 OKAY END
13: IF (VERB 16 AND NOUN 2 AND AVAI 2)
MESS 2 END
```

Adding the door and the puzzle element is the complicated bit -

Add MESSAGE 3 'The door is wide open...'

add 'door', 'vault' and 'bank' as noun 3 and add the verb 'unlock' to the verb list (make it verb 18).

WHAT DO YOU WANT?

Do you want more *GAC* instructions? Would you like to see the simple world here expanded into a full-blown crime caper? Do you want more hints and tips on this - or other game creators like *Shoot-'Em-Up Construction Kit* and *3D Construction Kit*? If you're eager to make a game, or already a dab hand at it and want to share your knowledge, write into the regular *CF* address and we'll try to accomodate!

Now go the local room conditions and add a condition for room 2 -

```
IF (VERB 4 AND SET? 3) GOTO 1 WAIT
END
```

If you typed 'West' and marker/flag three is set (ie the door is open) then go to room 1 (the bank vault).

ERRORS

Any adventure you write will develop bugs as you go along - some of them more serious than others. There are several errors that can occur from within GAC and most of them will throw up one of the error messages listed below:

Message not found - means exactly that, you haven't set up the message that the routine is referring to. If you get this immediately, check that you have loaded in the quickstart files (QS.ADV) as this has all the system messages.

Room not found - commonly caused when you have a GOTO to a non-existent room or a connection that leads to a room which has not yet been created.

Object not found - means that you have tried to pick up, drop or describe an object which doesn't exist.

Marker not found - Means you have tried to access a marker that doesn"t exist.

Also add IF (VERB 4) MESS 4 WAIT END to the list (if type go west and marker is not set then print message 4 (which we make 'You can't walk through doors you know!'))

And finally add

IF (VERB 18 AND NOUN 3 AND CARR 2) SET 3 WAIT END

Which basically says if you typed 'UNLOCK DOOR' and you have the key on you then set the door to be unlocked.

Finally we want to add the message about the door being open to the end of the room description, so we need to go to the high priority conditions menu and add -

1: IF (AT 2 AND SET? 3) MESS 3

And we should be ready to run! Pat yourself on the back if it works - 'Bank adventure' now looks much more like a proper adventure than the two location 'thing' we created last month! If it doesn't work then look at the errors box to see what you've done wrong...

Save it as a datafile called bank - and regular saves are vital for stress-free game designing.

EDITING AND OR DELETING THINGS

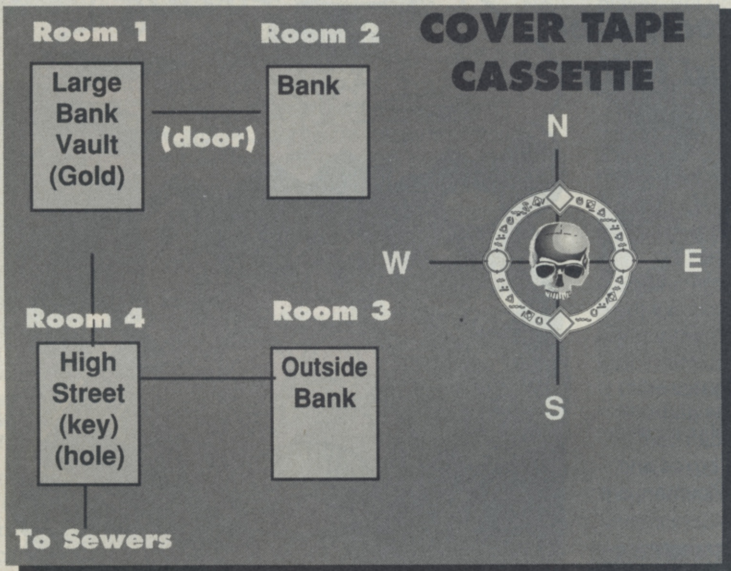
To edit something (such as a room location or a condition), follow the procedure to enter it, and instead of empty lines to edit things on, you will get what was there before. To skip to the next part just press ENTER/RETURN. You are free to edit things as you go along, but don't press ESCAPE before you get to the 'Which room/object/line number...?' else your changes won't be kept!

To delete something, follow the procedure to enter it, but edit the first bit of data to be a blank line (ie no spaces) - this can be done by repeatedly holding down the CLR key.

For example, to edit object one from 'a bar of gold or a key, or anything that you want your adventurer to find' to read 'the mystical lost treasure of Nanu-Xanu', just press O from the main menu (for objects), choose object 1, edit the line using CLR, DEL and the cursor keys and then press enter until the 'Which object number?...' prompt appears at the bottom of the screen. Then just press escape and the change will be committed to the computer's memory.

WHAT ARE MARKERS?

Markers and counters (sometimes called flags or variables) are what drive any adventure game; without them it would be very difficult to write even the simplest puzzle.



There are 256 markers, which can only be true or false. They are set by using the SET and RES commands (see example of the bank door above) - thus if marker 3 is set (true) then we say that the door is open, else if it is unset/reset (false) then the door is closed. Markers are tested using the SET? and RES? commands. These markers are very useful for puzzles that need to test if something is true or false (ie a door open/closed, night/dark, hungry/full etc.).

There are 128 counters, numbered from 0 to 127. They are most frequently used to store the number of moves since a particular event (eg in the dark), but could be used for keeping account of how many gold coins you have etc. Counter 0 holds the score and counters 126 and 127 hold the turns count since the start of the game.

When you are testing an adventure, the way to return to the main menu is to press the ESC key, as usual. This gives you the message 'Press D for diagnostics or ESC to escape...'. If you press the 'D' key, then all the markers and counters will be displayed on the screen. For the markers, a filled circle indicates 'SET' and an unfilled one 'RESET'. The values of the counter are given as you would expect. To get back to the main menu simply press ESC again, or press any other key to get back to the game (this is very useful for debugging the adventure).

WHAT NEXT?

This working example should help you get started in the intriguing world of game creation. To get the most from your *Graphic Adventure Creator* though, you really will need a full manual. Now where can you lay your hands on such a tome? Simply send £2.99 to cover copying and postage and you'll get the full manual. Make a cheque or postal order out to Future Publishing, and pop this in an envelope along with your name and address and send it to us at:

GAC Booklet Offer
c/o Commodore Format
Freepost
Somerton
TA11 7BR

The manual contains all the serious info you'll need to put a major quest test together.

EXCITMENT! ADVENTURE! AND REALLY WILD THINGS PT2.

Way back in the mists of time (*well* CF16 *actually - Ed!*) *Commodore Format* gave away a rather spiffy game making utility called *Graphic Adventure Creator* (if you missed out check out the back issues on page 57). In the first part of this feature, which ran in issue 16, we ran a compo to write your own adventure to win a rather nifty day of live RPGing - where you use real axes to slay real orcs. We also offered a full GAC instruction booklet, so adventure writers could get the most from their GAC.

However due to production probs the said book didn't get sent out until after the compo closed. As this made entering the compo a tinsy bit difficult - although some brave adventurers managed to put some pretty spiffy games together - we've decided to extend the date for the compo until April 30. So now everyone has a chance to get GACing and win that day out. Send your enteries to Excitment! Adventure! And Really Wild Things! Commodore Format, 30 Monmouth Street, Bath Avon, BA1 2BW.

Counter not found - means you've tried to access a counter that doesn't exist.

Illegal value - Means you have tried to look for a verb, noun, adverb etc with a number greater than is possible or have tried to load a counter with a number greater than 255.

The legal ranges of numbers are:-

Rooms :	1 .. 9999
Objects :	1 .. 255
Messages:	1 .. 255
Verbs	1 .. 255
Nouns	1 .. 255
Adverbs	1 .. 255
Markers	0 .. 255
Counters:	0 .. 127
[which store:	0 .. 255]

Usually an error is caused by a typing mistake or by forgetting to enter a room/object/noun etc, and therefore is reasonably easy to trace.

ROGER FRAMES
buys
Budjit Games

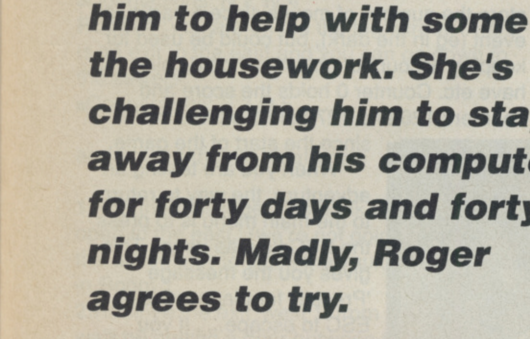
As Lent starts, Roger's mum hits upon an idea to stop him playing on his C64 all day, and get him to help with some of the housework. She's challenging him to stay away from his computer for forty days and forty nights. Madly, Roger agrees to try.

DOUBLE DRAGON 2

Tronix, £3.99 Contact 081 960 2255

Spunky street-violence! Three large and inexpensive cheers for people who work out their aggression at their computers rather than taking it out on the next-door neighbours!

Here you must wander (you guessed it) from left to right, punching, kicking and flower-arranging as you go. You can use chains or knives and even throw boxes and helicopters at people (well the helicopters are a bit heavy to lift).

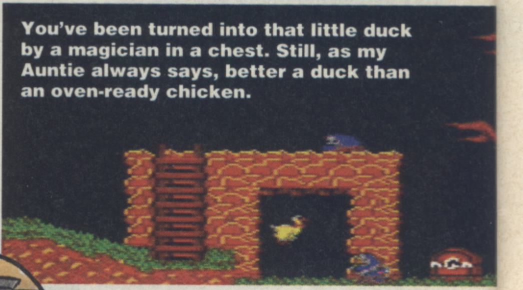


It's my helicopter! I saw it first! I'm sorry about this outburst, readers, but copters are dead expensive and I want one.

DD2 (as I'll call it to save valuable ink) is one of the old school of beat-'em-ups, where the characters don't actually seem to hit each other. The collision detection is a bit dodgy, to say the least. But there is a satisfying number of enemies to trash, so you won't get bored with the Violence Quotient.

The thing is, you won't want to buy more than one beat-'em-up on budget, not if you're as careful with your moolah as me, so if it comes down to a choice between this and *Ninja Warriors*, *NW* beats *DD2* in my book (well, magazine).

I thought it'd be easy to give up playing on my 64 for Lent. But I'm already suffering withdrawal symptoms and it's only been 1 minute 23 seconds. I'm starting to feel rather hot under the collar, but I must be strong. Hopefully the next 39 days, 23 hours, 58 minutes and 37 seconds will just fly by.



You've been turned into that little duck by a magician in a chest. Still, as my Auntie always says, better a duck than an oven-ready chicken.

GHOULS 'N' GHOSTS

Kixx £3.99 Contact 021 625 3388

If you're looking for a terrifying trip into the ghost-filled horrors of the night, go to Alton Towers or EuroDisney or somewhere. But if you're looking for a rather superb platform-type bash, with five huge levels and tons of killing, you've certainly got it all here.

Ghouls 'n' Ghosts is bad news for those arcade-game addicts who want to hang on to their incredibly hard-earned cash. The trouble is, if you haven't got it, you're missing out on a vital piece of software.

Basically, you rush from left to right, firing knives at the ghosts, vultures and chests you come across. The ghosts and vultures die, but the chests release all manner of goodies (and sometimes a few nasty, alien-type surprises that kill you).

The graphics are quite small but there are a lot of 'em, and they move dead fast (dead fast, get it?). The sound is also excellent, with some synthesizer-type Jean-Michel Jarre spooky music playing. And the playability is completely brill. Oh, and believe me, it's very frustrating - you'll be lucky to get very far in your first few goes, but then that's what makes the game so good. Skill, in fact.

DOUBLE DRAGON 2

Not bad, but unlike *Ninja Warriors*, it won't clean right up under the rim and runs out after only three boil-washes.

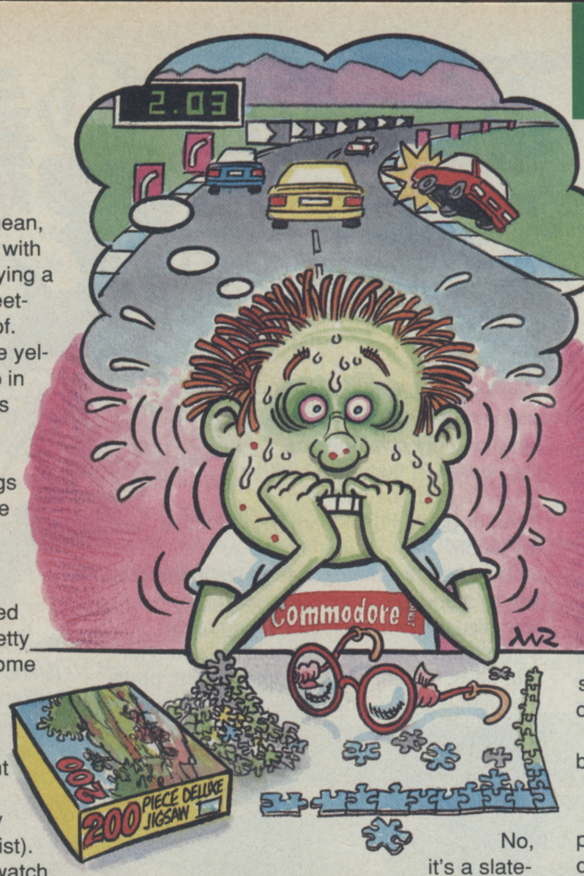
FRAME RATE **66%**

GHOULS 'N' GHOSTS

t's a classic - it's a corker and it's a-vailable at a shop which tends to sell C64 software not too far from where you are.

FRAME RATE **91%**

I can't stop thinking about playing budjit games. I can't sleep, I can't eat and I've started to feel poorly. It's only been 1 minute 44 seconds since that dratted Lent business started. I don't think I can stand the agony of separation for much longer...



EDD THE DUCK

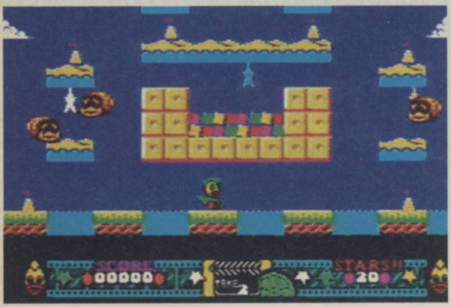
Zeppelin £3.99 Contact 091 385 7755

Edd is a bit of a hero down our way. I mean, how many other people could get away with appearing on TV all the time without saying a single understandable word? Janet Street-Porter is the only other one I can think of.

Anyway, Zeppelin has given the little yellow chap his own platform game, set up in a TV studio. The idea is that he bounces around, avoiding Willson the butler and other nasties. He also collects stars (of the five-pointed variety), and stuns things with sort of bubble type things that come out of his mouth (beak - Edd!). It's all rather surreal and bizarre.

The whole thing looks like a *Codies* game to me. It's filled with colour, packed with funny little sound effects, and is pretty big. It does take a bit of practise to become good at, but so do all the best games. It's just a ploy to get you to waste more valuable electricity, if you ask me.

The game is divided up into different studios and departments at the BBC. Each one looks different (and incredibly unlike any studio that could possibly exist). As Edd travels round these, he has to watch out for the Arglefrogs. Yes, I know it sounds stupid, but come on - did you ever expect the telly-watching public to become fans of a ridiculous green-Mohicaned punk duck that can't even talk properly? We're all victims of the media, and even I chuckle at Edd occasionally when I get home from school.



Where's Andy Peters? Phillip Schofield? John Craven? What's happened to all the humans? Is Edd trying to take over?

Anyway, this game is a bit of fun. It's not a must-buy, nor is it a must not-buy. It's sort of somewhere in the middle.

EDD THE DUCK

If you've got a real urge to 'become' your favourite TV duck (as long as it's not Orville), you can indulge for the princely sum of four quid. The game isn't that good, though, so here's a couple of words of warning - be careful.

FRAME RATE

72%

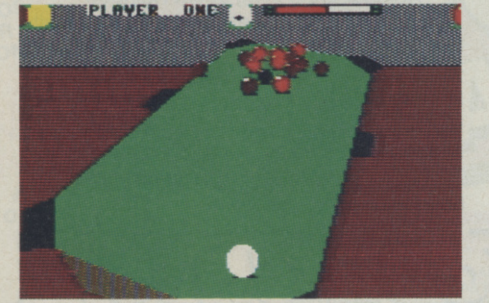
3D POOL

Kixx £3.99, Contact 021 625 3388

It's not fair. I'd got my water-wings and trunks on, and was just diving off my wardrobe when I realised that *3D Pool* wasn't a large bath filled with chlorinated water and baby wee. No, it's a slate-bedded table with coloured balls on it. And it's terribly painful when you dive onto it.

Anyway, you can swing your viewing angle around until you're happy with your shot. Then hold down the fire button and away your cue-ball flies. Sounds fun? Well actually it's slow, dreary, appalling-looking and as boring as watching Panorama.

The adjustable view of the table is not just for effect. You actually need to swivel around to fire the ball in the right direction. This is rather a sad system, because it means that you rely on chugging around the table in big leaps to play the finest of cuts. I'm afriad it just doesn't work.



Roger to Houston - I am landing on the surface of the green planet. Some spherical life forms are cannoning off the cushions towards me. I'm setting my cue-ball to stun.

Pool isn't as much fun to play as snooker , and when it's as quirky and jerky as this, you're not going to have a ball.

3D POOL

It's slow, jerky and the computer always beats you. Better to spend your money on a terrapin, than pelt it with Rice Krispies when it arrives

FRAME RATE

36%

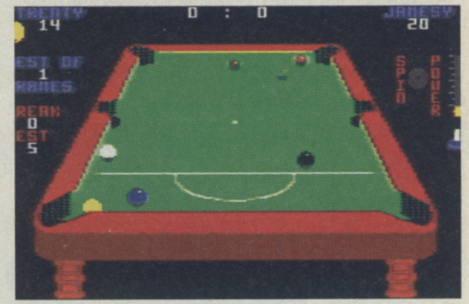
3D SNOOKER

Zeppelin £3.99 Contact 091 385 7755

Now this is more like it. 3D views (sort of) and playability. You can't ask for more (but you might ask for cheaper). Here you've got the standard rules of snooker, a top view in which to plan your shots and a 3D view in which to see the balls rolling around like, er, a lot of coloured balls.

3D Snooker, is rather sophisticated. The balls actually behave as they're supposed to, and you can spin, swerve, screw and smash the cue-ball all over the shop.

The program keeps all scores, high breaks and other details, and tells you what you're supposed to be going for next. It's possible to plan your breaks just like a real player. But unless you practise 23 hours a day (like a real player), you'll be lucky to pot more than two or three balls in a row.



If I line up the purple, just behind the orange, I can cannon into the beige and leave myself in a perfect position.

Yes, *3D Snooker* is a great game. I 'phoned the Crucible and they told me that snooker tables cost £2000, so you're getting a real barg at £4 for this. Snap it up and start hitting the green baize (whatever that is).

3D SNOOKER

More fun than real snooker (and heaps more fun than that Big Break rubbish they show at tea-time on Saturdays).

FRAME RATE

88%

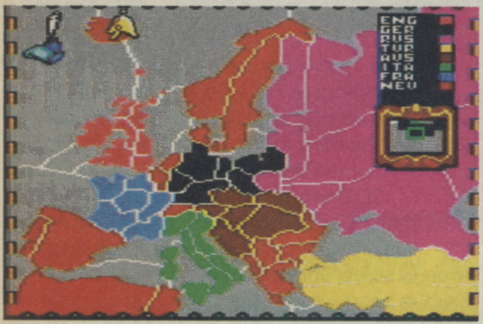
DIPLOMACY

Virgin £3.99 Contact 081 960 2255

I thought *Diplomacy* was a large dinosaur until I played this. In fact, I'm still not sure. The trouble is, this is a difficult game to get to grips with. It's a war-game set in the 1800s, and you control the Russians, French, British etc. You don't just invade everyone, though. The idea is to be really nice to them and then invade them when they don't expect it.

Yes, I thought it was bonkers, too. But after a while you get the feel for it, and you end up getting everyone to invade each other. Then you just clean up the mess, and become the supreme arch-leader of all Europe! Sounds great, eh?

The game runs turn by turn, and you move your armies, sail your ships and insult your friends until war breaks out. You've got maps, data screens and pictures of the other leaders (who can be human or computer controlled) to help you, and the whole thing is pretty poorly explained in the manual.



I'll tell you what - I'll have Russia and Austria, you can have Germany and France, and we'll let the other countries fight over who has to end up with Wales.

Diplomacy isn't for the arcade player. It's a long, detailed game which will test your brain (just like history lessons at school). If that's what you're into, you're probably a complete swot with loads of pocket money, so go and buy ten copies of this (cos you can afford to). It's certainly not bad.

DIPLOMACY

Impress your chums with your grasp of 18th Century European politics. Frighten your neighbours by declaring their Peace Treaties null and void. Baffle yourself with difficult rules and blind yourself by sitting playing *Diplomacy* for hours (and still not finishing it).

FRAME RATE

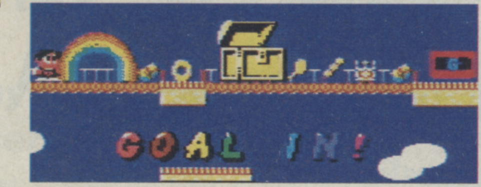
70%

RAINBOW ISLANDS

Hit Squad £3.99 Contact 061 832 6633

Urgh. The cuteness oozing from this game overwhelms me. If ever a piece of software was written for girls, this is it. You've got two sweet characters called Bub and Bob who jump on rainbows and bop the nasties in their quest for treasure and freedom. Bleeuurrgghh! I think I am going to lose my lunch.

Anyway, assuming that you're in the market for a serious cutie (perhaps you've got a little niece with a birthday coming up or something), you'll get an excellent game for four sovs. It's got ace gameplay bright, pretty, nice and is totally addictive.



Bub and Bob are stupid names for computer-game characters. They should have called them Roger and Barry. The two most excellent names ever. (Barry's my mate, see.)

Basically it's a platform game which combines luck, skill and sheer concentration to make it incredibly playable. It's massive - there are seven huge separate islands, and all the islands have different baddies and weird layouts. There are loads of things to collect, helping you with your quest, too.

Another great thing about *Rainbow Islands* is that it's set at just the right difficulty level. You can launch into it, get quite far and, when you die, you aren't too miffed, but immediately dive in once again. After you've had a few goes at it, even the cuteness doesn't disturb you and you don't have to lie to your parents about which game you've been playing in your room.

Rainbow Islands is simply a brilliant game. Time to pull your birthday money out from under the bed and get the dust-balls off. At this price you can't afford to miss it.

RAINBOW ISLANDS

Better than seeing a Cadbury's lorry overturn outside your house - and so cute that it'll make you feel as if you scoffed the lot! Cracking stuff indeed and well worth the wait for it to come out at a price even I'm prepared to pay!

FRAME RATE

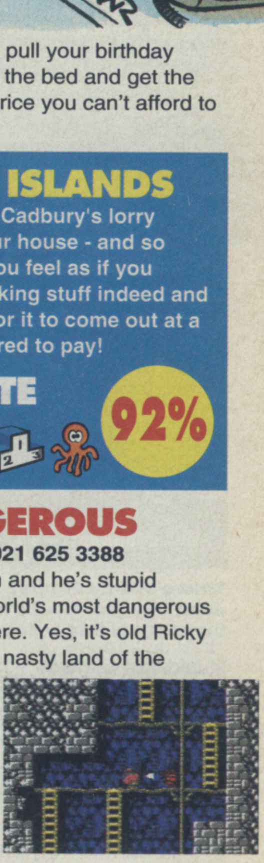
92%

RICK DANGEROUS

Kixx, £2.99 Contact 021 625 3388

He's rough, he's tough and he's stupid enough to go to the world's most dangerous places and get lost there. Yes, it's old Ricky himself, back from the nasty land of the expensive games.

Everybody has heard of *Rick D*, so I won't bother with too much detail, except to say that it's still a classic platform jobbie with more tricks, traps and nasty surprises than Paul Daniels in a rather bad mood.



Me Rick. You baddie. This gun. So long, and thanks for all the platforms.

No other platformer has got the smooth graphics, the large levels and the excellently set traps of Rick D. IndyJones!

RICK DANGEROUS

Yes, I know you've got a copy of this already. But if you're one of the five 64 owners who hasn't, you should get it at this price and gloat to all your chums who forked out a fortune for it in the days when it was brand new. Remember, kids, cheap is cool.

FRAME RATE

90%

COMMODORE FORMAT saves the planet in April 1992

GET IT OFF YOUR CHEST

Roger's biggest nightmare is that girls are taking over! But for only £6.99 you can sort them out with a brilliant "Urgh, Girls!" Tee-shirt. They're dead exclusive cos only 100 have been made, so if you want to support Roger's campaign or just look great, get one now!

Name ....

Address ....

....

....

Postcode ....

I certainly need a limited edition "Urgh Girls!" Tee-shirt. And I'll be paying by (please tick):

Cheque ☐ PO ☐ VISA ☐ ☐

Credit Card No ☐

Expiry date ☐

Large ☐ Medium ☐ Small ☐ (sizes)

Send this form (or a photocopy) to:
Commodore Format, Future Publishing, Freepost,
Somerton, Somerset, TA11 7BR.
Please make cheques payable to Future Publishing Limited.

No stamp required if posted in the UK, Channel Islands or the Isle of Man

QUEST

Imagine a complete fantasy world with powerful gods and strange magic. Dream of cities with guilds and temples, of a vast wilderness, populated with animals and beasts, of dark dungeons, home to the deadliest monsters of all, guarding the richest treasures.

Imagine no more! Select your party of adventurers from the sixteen different character types. Take up your spellbooks and swords and travel with us to the world of Khame.

Seek your fortune in the wilderness, explore the depths of the earth, seek employment in the towns and cities, research new spells and magic, seek favour with the gods through prayer and great deeds, do battle against the creatures of darkness and other players. These are just a few of the options available to you. QUEST is a computer moderated game played through the post. It has been programmed on a truly epic scale with 1000 player positions in each game, numerous monsters and spells to discover, 40,000 wilderness locations and hundreds of dungeons. The game is fully supported by our team of professional games masters and programmers.

TO FIND OUT MORE, FOR YOUR FREE INFORMATION PACK AND GAME START, WRITE NOW TO:-

KJC GAMES, **Dept. CF19**, FREEPOST, THORNTON, CLEVELEYS,
LANCS, FY5 3BR Tel: (0253) 866345 Fax: (0253) 869960

PLAY BY MAIL INFORMATION LINE 0898 555 077
(Calls charged at 33p off peak, 44p all other times, per minute)

...it's dynamite!

POWER CARTRIDGE

FOR YOUR COMMODORE

64/128

'AMAZING ARRAY OF PRACTICAL USER FRIENDLY FUNCTIONS'
ZZAP!

- * TOTAL BACKUP
- * TAPE & DISK TURBO

TRIED AND TESTED OVER 100,000 SOLD IN EUROPE

SO MUCH FOR SO LITTLE

POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging. The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
These disk commands are used in your own program only.

TAPE TOOL

Using POWER CARTRIDGE you can work many times faster with your data recorder. These tape commands are used in your own programs only.

POWERMONITOR

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming. Also works in BASIC-ROM, KERNAL and I/O areas.

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port. It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON,, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.

Bitcom Devices Ltd does not authorise or purport to authorise the making by any means or for any purpose whatsoever of copies or adaptions of copyright works or other protected material, and users of the Power Cartridge must obtain the necessary prior consent for the making of such copies or adaptions from all copyright and other right owners concerned. See UK Copyright, Designs & Patents Act 1968.

POWER RESET

On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.

CONTINUE	– Allows you to return to your program.
BASIC	– Return to BASIC
RESET	– Not for pokes or infinite lives
TOTAL BACKUP DISK	– Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.
RESET ALL	– RESET of any program.
TOTAL BACKUP TAPE	– As BACKUP DISK but to TAPE.
HARDCOPY	– At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.
MONITOR	– Takes you into the Machine language Monitor.

ONLY £17.30 INC. VAT

YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT

"MONEY WELL SPENT"
YC/CDU JAN 90

42 page manual
"dammed good handbook"
CCI Jan 90

BDL
Bitcon Devices Ltd

Bitcon Devices Ltd.
88 BEWICK ROAD
GATESHEAD
TYNE AND WEAR
NE8 1RS
ENGLAND.

TEL: 091 490 1975 and 091 490 1919
FAX: 091 490 1918
To order: Access/Visa welcome – Cheques or P/O payable to BDL.
UK orders add £1.20 post/pack total – £18.50 incl. V.A.T.
Europe orders add £2.50. Overseas add £3.50
TRADE AND EXPORT ENQUIRIES WELCOME

THE MIN

When the C64 was but a newborn babe, this serious weirdo wrote even weirder games for it – you'll find two examples of looney Llamasoftware on this issue's Cover Tape. Join us now, for the 10th Anniversary of the Mutant Camels. Neil Jackson and James Leach visit Jeff Minter for tea and shoot-'em-ups.

We knock on the Welsh cottage's stable-door and almost immediately the smiling face of Jeff Minter pokes out through the top half. James, awestruck by the presence of the 'true' Godfather of the C64, goes into a catatonic trance and is unable to speak for the rest of the day. Jeff, who's used to having this kind of effect, grins, invites us in and makes us all a steaming cuppa.

Over the brew, I ask Jeff why his games are all very similar in style to old-fashioned arcades, like *Defender, Tempest* and *Robotron.* What was it about these oldies that was so great?

"Control," says Jeff, with a desperate glint in his eye. "You've really gotta 'learn' how to fly the ship in *Defender.* There's also the enemy intelligence," he adds, tapping the side of his head. "Defender was one of the first arcade games to make the enemies decide where 'they' wanted to go. No pattern-learning there!"

It seems that the secret of a successful game, at least as far as Jeff is concerned, is it should make you think, and not just react: "The best part of *Defender* is watching yourself becoming skilful – once you can handle it, it's a really good rush, and so satisfying."

Robotron, the game which inspired Jeff's *Llamatron,* is another one guaranteed to get him foaming at the mouth. "Again, it's control," he says, wiggling his hands in front of him as if he's stirring two imaginary porridge bowls. "There's lots of control in *Robotron.* It had two separate joysticks to move your player and the firing direction around, and that was a new thing back then. You really had to work at it to get anywhere. But with a bit of skill," he reminisces, obviously thinking of his long-gone Robo-battles, "you knew you could kick their butts – if you were quick."

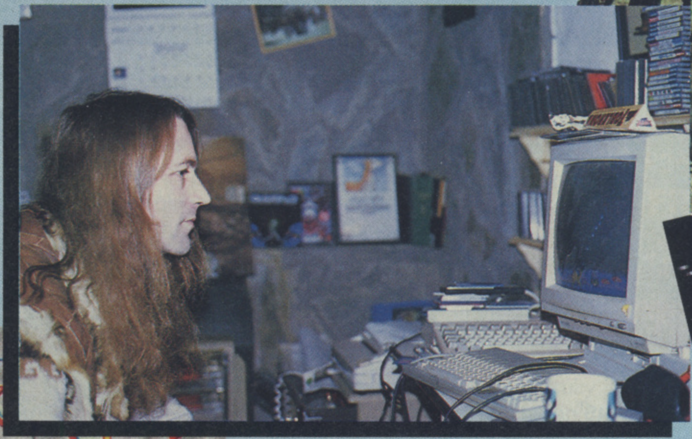
But, most of all, Jeff was a sucker for the graphics, which ten years ago were still at the dawn of computer-time. *"Defender* was an explosion in a confetti factory compared to the other naff games around at the time. *Robotron* was complete sensory overload – a real adrenalin rush. Some of the explosions were so sudden and spectacular, they were really frightening!"

Jeff cut his teeth on games like these in the arcades, and soon clicked on to the idea of making them himself. But he wasn't about to jump on to the software house bandwagon that was just setting off. Why did Jeff turn his back on the 'commercial' softies and go solo?

"Mainly because I have more artistic control working for myself," he explained. "I really only ever intended to write games for 'me', and it just snowballed into *Llamasoft.* I have occasionally been asked to do things for other software houses, like *ARC, Hewson* and *Ariolasoft* – but then I usually have to conform more."

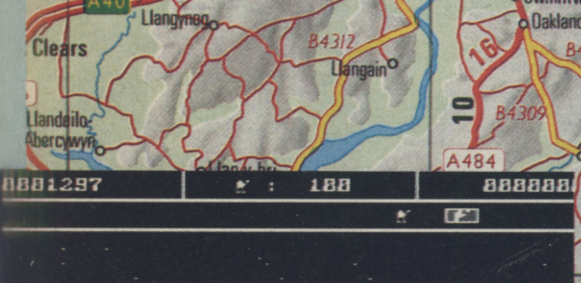
But it's not just the fact that Jeff enjoys his artistic freedom. He also believes that big software houses

There are 15 million camels in the world. Jeff knows them all .

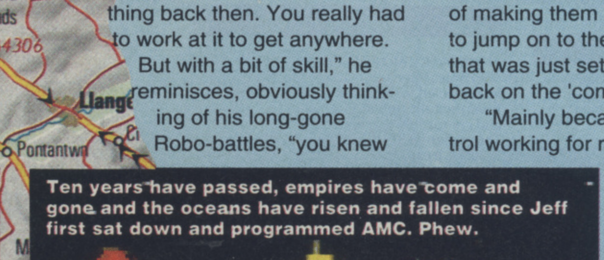

The man himself concentrates on *Attack Of The Mutant Camels* at his small, cosy cottage in deepest darkest Wales (left). Although there isn't much room, he's got every computer known to man (and several which haven't officially reached this part of the galaxy yet).

Jeff is fascinated by spacecraft as well as hoofed mammals.

Pen-y-bont
Cynwyl Elfed
Talog
Bwlchnewydd
Newchurch
Abernant
B4299
B4301
A484
A485
White
Trevaughan
Carmarthen
Johnstown
B4298
A40
Abergwili
Llangunnor
Pensarn
Nant-y-c
A48
Llanllwch
Bancyfelin
Llangynog
Cwmffrwd
Oaklands
B4312
B4306
Clears
Llangain
Llandeilo-Abercywyn
B4309
Llange
A484
Pontantwn



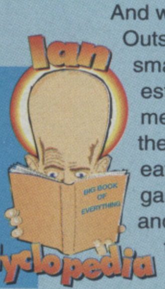
Giant camels are invading Earth. Only you can stop them in your Jeff-mobile.


Ten years have passed, empires have come and gone and the oceans have risen and fallen since Jeff first sat down and programmed AMC. Phew.

TERVIEW

EMI
PINK FLOYD
the soup dragons
AR
T

Hmm. I happen to know Jeff's fave bands - Pink Floyd, The Soup Dragons and Nirvana. Interestingly, Floyd all trained as architects.



aren't actually all that good. "None of the software houses that we've dealt with have done spectacularly better than we could have done on our own," he says tactfully. The 'we' he refers to is actually him and his mum – they ***are*** *Llamasoft.* The darker truth is that some software companies gladly took Jeff's games on board and then didn't advertise them, didn't get them reviewed and generally didn't do anything with them at all. "Consequently many people never heard of them", he told us, looking back with a pleasantly surprising lack of bitterness.

"There was one case, though," he says, a little more firmly. "One company did conversions of one of my Camels' games to other computers – and altered the graphics and bits of the design." This is fairly normal these days, but the bit which niggled Jeff was the fact that they released the conversions without even showing them to him first. "I ended up buying them in a shop in Basingstoke. They were hopeless."

It hadn't escaped our notice that Jeff was, erm, a little out of the ordinary, and so was his lifestyle. Even James, in his goggle-eyed state, was looking around at the camel-orientated trivia which filled Jeff's house. After another sip of tea, I ask him why he cultivates his weird llama-loving hippy image?

"If you have an obsession, you may as well use it," he says, honestly. "People remember you." That's certainly true, but I can't help wondering which obsession Jeff is referring to – the computer games or the llamas and sheep? Both are obvious – the back room, no, all the rooms, of Jeff's cosy Welsh cottage are littered with all manner of hardware, ancient and modern. It's like a ten-year-old's bedroom, but with much more money thrown at it. There's a brand new NES rubbing shoulders with several well-worn C64s, Amigas by the dozen, and something weird and experimental living in a PC's case which Jeff jealously guards. "It's a secret," he says, and so it shall remain.

As if this catalogue of electronic gubbins isn't enough, Jeff fills the rest of his available space with arcade machines. All the best ones are here – *Defender, Stargate, Star Wars* – all looking the worse for wear. Sitting meekly in the corner is a Tempest machine that looks like it's spent most of its life being kicked by horses. "It doesn't work, you know," says Jeff, forlornly, "I'd love to get it fixed but the bloke I know who repairs them hasn't got round to doing it yet. Maybe one day."

And what of the other obsession?

Outside in the garden (which is in fact a small field), you'll find two of the sweetest, daftest looking animals you'll ever meet. Flossie and Molly are sheep of the luckiest kind – they'll never get eaten (an idea which would have Jeff gasping in horror at the very mention) and they've probably only ever been to the barber's (or wherever it is sheep go) about once in their entire lives. They look for all the world like two giant candy flosses on legs.

Jeff loves his little sheepoid friends – platonically, of course – in a way that only a confirmed hippy can. So much so that they've become his world-famous trademark, appearing in various forms in most of his games. And they obviously love him too. You can see it in the way they run across the field, madly firing their 'Definit-Kil-Plasma-Phasers' into the air, whooping with joy as Jeff appears at the back door. Yes, Jeff Minter is still unique.

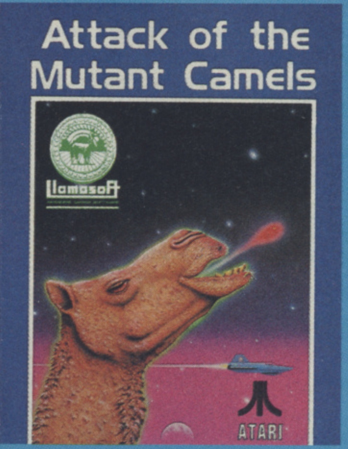
Flossie, Molly and Jeff in their field.

JEFF'S FIRST LOVE

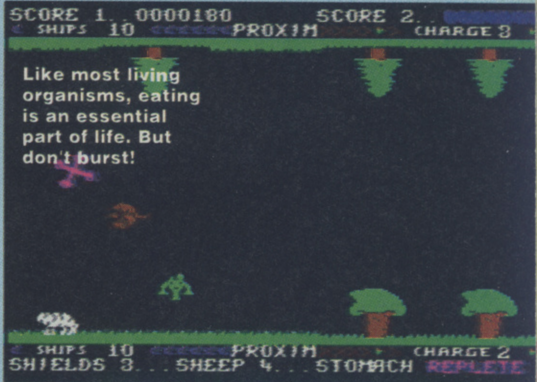
Jeff started out on one of the world's oldest C64s – an American machine which didn't have as much internal hardware as today's version.

"I didn't even have any manuals," he told us. But he was still able to create from scratch *Attack of the Mutant Camels* (which you'll find on this month's *Powerpack)* in just one month.

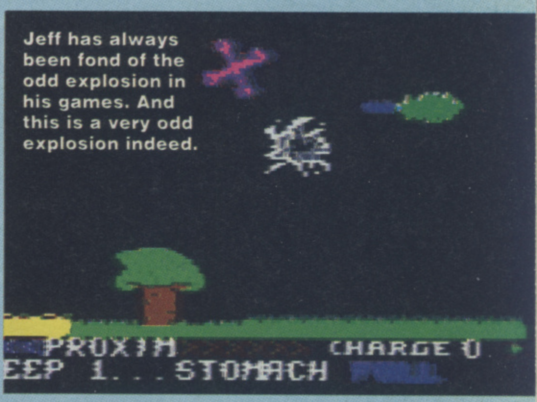
These days, he uses a Commodore 128D to write C64 stuff on. "That's my workhorse", he says, affectionately patting one of the tattiest-looking monitors you've ever seen, atop an ancient, battle-scarred 128D. "It's given me lots of good times, lots of pleasure over the years, and I feel really at home in front of it. It's a respectable hunk of junk."


Attack of the Mutant Camels
Llamasoft
ATARI

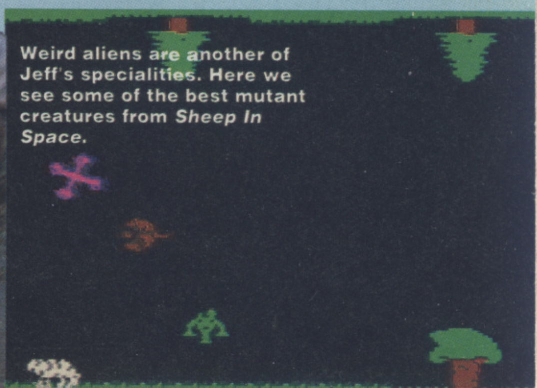
It's about ten years old and it's still a storming cracker of a game. AMC (as Jeff calls it) was written totally in machine code, and was based on *Defender*.



Like most living organisms, eating is an essential part of life. But don't burst!



Jeff has always been fond of the odd explosion in his games. And this is a very odd explosion indeed.



Weird aliens are another of Jeff's specialities. Here we see some of the best mutant creatures from Sheep In Space.

NOW A TOTAL MOUSE/ GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!

DATEL
Electronics
Limited

COMMODORE MOUSE SYSTEM

COMPLETE WITH

OCP
ADVANCED ART STUDIO

- **This Commodore Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.

ONLY
£34.99
TOTAL PACKAGE INCLUDES MOUSE/ MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO
PLEASE STATE IF YOU REQUIRE TAPE OR DISK

FREE!
MOUSE MAT AND MOUSE HOLDER
(WORTH £12.99)
WITH EACH PACKAGE

LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

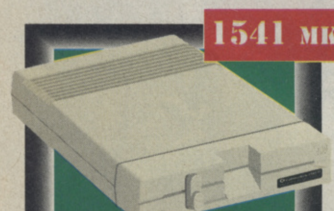
- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in generous colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- No more to buy.

PACKAGE INCLUDES STAR LC200 COLOUR PRINTER RRP £345.00
SPRINT 128 PRINTER INTERFACE RRP £29.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £394.98
COMPLETE PACKAGE NOW ONLY £259.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with Serial Version of LC10, Parallel Port, Sprint 128, etc.

OTHER COMMODORE ACCESSORIES



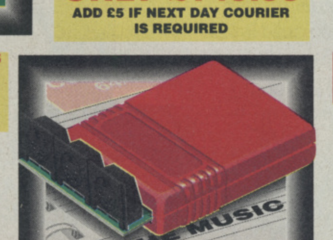
1541 MKII DISK DRIVE

The 1541 Mk II is a superb quality Disk Drive specially designed for the Commodore 64/128.

TOTAL PACKAGE INCLUDES 6 GAMES
ONLY £149.99
ADD £5 IF NEXT DAY COURIER IS REQUIRED

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM
ONLY £39.99
AVAILABLE ON DISK ONLY

- **The Advanced Music System may be the best MIDI/music package produced for the 64/128 offering a huge range of musical composition features & MIDI compatibility, with the Datel MIDI Interface you have the TOTAL MIDI SOLUTION!**



UNBEATABLE MIDI PACKAGE!!

DATALUX

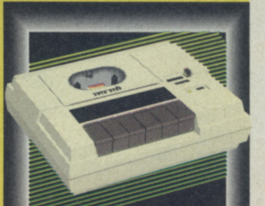
- 3 additional cartridge slots provided.
- Wear and tear on the original connector reduced.
- Switch provided for selecting between game cartridges rather than constant unplugging.
- Reset button built-in.

ONLY £16.99

SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no more programs to load.

ONLY £29.99



DATA RECORDER

- Quality Commodore compatible Data Recorder.
- Pause control.
- Three digit position counter.
- Counter reset.
- Comes complete - no more to buy!

ONLY £29.99

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

Access **DATEL ELECTRONICS** VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

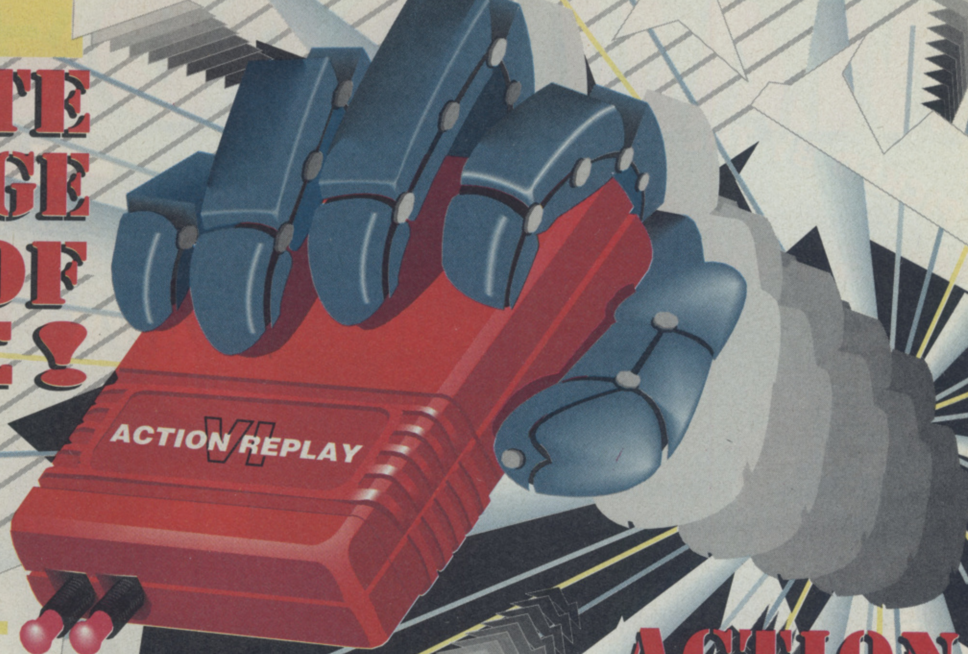
DATEL LONDON SHOP

222, TOTTENHAM COURT RD,
LONDON, W1. TEL:071 5806460

COM MSE 4

THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY £34.99 POST FREE



THE ACTION REPLAY MK VI WILL LOAD A 200 BLOCK PROGRAM IN UNDER 6 SEC

ACTION REPLAY MK VI

FOR CBM 64/128

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

- **TURBO LOADER -** Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- **INFINITE LIVES GENERATOR -** Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- **PROF MACHINE CODE MONITOR -** Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- **SPRITE CONTROL -** Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.
- **FREEZER FACILITY -** Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- **DISK COPY -** Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.
- **TAPE TURBO -** This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- **FAST FORMAT -** Format an entire disk in about 10 seconds - no more messing about.
- **PRINTER DUMP -** Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- **CENTRONICS INTERFACE -** For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- **SCREEN EDITOR -** Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- **EXTENDED TOOLKIT -** Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display

BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *THE CARTRIDGE KING!*"

COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

Access

DATEL ELECTRONICS LTD.

VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

ARVI 4

MAIL ORDER AND

PICKED BY THE TEAM, THE BEST PROGRAMS AROUND FOR YOUR MACHINE!

VISA Access HOTLINE 0458 74011

SMASH TV

Ocean

SAVE UP TO £4

Come on down. Enter the game show of the next century, in the fastest, most bloodthirsty and original shoot-'em-up for years. The graphics, sound effects and prizes are fantastic - but the price is your life! Are you brave enough to play?

It's a Corker!

Description	Price	Order No
Smash TV Cass	£8.99	CM199
Smash TV Disk	£11.99	CM200

MINI OFFICE II

Database

SAVE UP TO £5

An integrated word processor, database, spreadsheet, label printer, graphics and communications programs all in one pack! *Mini Office* is the highly acclaimed personal productivity package that turns your C64 into a versatile business machine

Description	Price	Order No
Mini Office Cass	£13.99	CM201
Mini Office Disk	£15.99	CM202

HUDSON HAWK

Ocean

SAVE UP TO £4

Turn to crime and try to steal Leonardo Da Vinci's Mirrored Crystal in this perplexing platform and puzzle packed game. If you liked *Rick Dangerous*, you'll love *Hudson Hawk.* It's so good, it's a crime!

Description	Price	Order No
Hudson Cass	£8.99	CM182
Hudson Disk	£11.99	CM183

SARACEN PAINT

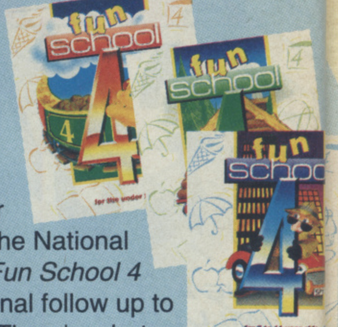
Idea

This potent graphics pack is crammed with pokey features to help you create pictures - fast. The easy to use menu system's ideal for both beginners and pro's. If you've a 64 and imagination, it's a must!

Description	Price	Order No
Saracen Paint	£9.99	CM203
Saracen Paint	£12.99	CM204

FUN SCHOOL 4

Database



Make learning fun with these superb programs specially designed to prepare your children for the National Curriculum. *Fun School 4* is the sensational follow up to *Fun School 3*. There's a button badge in every box. The entire range was designed by educational experts so each *Fun School 4* comes with special parent/teacher notes.

Description	Price	Order No
FS Under 5 Cass	£9.99	CM184
FS Under 5 Disk	£11.99	CM185
FS 5-7 Cass	£9.99	CM186
FS 5-7 Disk	£11.99	CM187
FS Over 7 Cass	£9.99	CM188
FS Over 7 Disk	£11.99	CM189

FORMAT BINDER

Keep your issues together in this high quality binder with the *Commodore Format* logo embossed on the front and the spine in whizzy daglo orange. Save those mags - bind 'em! Each holds 12 issues!

Description	Price	Order No
One binder	£5.99	CM103
Two binders	£11.00	CM104

HOW TO ORDER

JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM OPPOSITE - OR RING OUR HOTLINE NUMBER ON 0458 74011

PRICES INCLUDE POSTAGE, PACKING AND VAT NO HIDDEN EXTRAS

COMMODORE FORMAT MAIL ORDER

Name

Address

Postcode

Phone number

Description	Price	Order No

Method of payment (please circle) Access • Visa • Cheque • PO

Credit Card No

Expiry date

Please make all cheques payable to Future Publishing Limited

- For overseas orders call Clare for prices on 0458 74011

SEND THIS FORM TO: Commodore Format, Future Publishing Ltd, Freepost, Somerton, Somerset, TA11 7BR

No stamp required if posted in the UK, Channel Islands or the Isle of Man

D SUBSCRIPTIONS

Revealed! all time top-ten mega-games
16
Commodore
FORMAT
POWER PACK
GET A GRIP
C64
POWER PACK

Games going cheap - the best of Public Domain
17
Commodore
FORMAT
FIRST PREVIEW ROBOCOP 3
SAYONARA BABY!
POWER PACK
WIN

Britain's fastest growing C64 mag!
18
Commodore
FORMAT
SPEED THRILLS!
POWER PACK
ROBOCOP 3

BACK ISSUE CRISIS

You'll have to be quick if you want to get *CF* 15, 16, 17 or 18! Just complete the order form(or photocopy of it) and send it along with a cheque/postal order to the address below. Hurry, they won't last long!

Do yourself a favour - Subscribe! You'd be mad not to! Just look at the benefits!

- 12 issues delivered - at no extra cost!
- Choose from one of four stunning free gifts!
- Free cover mounted cassette every month!
- All for £26.40 - the same price you'd pay at the newsagents!

BACK ISSUES

CF15 HORROR OF HORRORS

Pit Fighter and *Elvira* get Powertested, while *Terminator 2* and *Aliens* get Gamebusted. And there are two free *HeroQuest* hologram stickers too!

CF16 GET A GRIP

Two tape special! Powerpack One boasts the complete *Graphic Adventure Creator* games design utility. Powerpack Two has demos of *First Samurai* and *Creatures 2* and full games *Head the Ball* and *Mission Impossabubble*. *WWF, Bart Simpson* and *The Blues Brothers* get Powertested.

CF17 SAYONARA BABY

Three full games, *Cyberdyne Warrior, Battle Valley* and *Sensitive* alongside a demo of *Indy Heat* make the Powerpack something special. *Creatures 2, First Samurai* and *Space Gun* star in PowerPlay while Gamebusters takes *Smash TV to bits*

CF18 SPEED THRILLS

Demon Blues is the demo, *FAST, Firelord* and *Sphinx Jinx* are the full games on Powerpack 18. The reviews team gets its claws on *Indy Heat, Winter Camp* and *Robocop 3.* There's a special feature on RPGs, a Gamebusters index, while in the cheats section proper Ocean's *Hudson Hawk* gets 'busted.

Choose a superb free gift when you subscribe to Commodore Format

Powerplay Cruiser Joystick

This tough joystick can take the heaviest hammerings. It's our reviewers' choice, make it yours too! The Cruiser features adjustable torque for complete control.

RRP £10.99!!!

Advanced OCP Art Studio

A comprehensive, user friendly art/design package. This special version, dual cassette and disk, comes without mouse. Sells for an amazing

£22.99!!!

The Blues Brothers

The cult movie is now a computer classic, complete with a funky soundtrack. Can you help Jake or Elwood (or both!) beat this crazy platform challenge?

RRP £10.99!!!

It's a Corker!

CF GAME-BUSTERS DIARY

WORTH £7.99

There's a different poke for every day of the year in this diary packed with facts. Running from April '92 to March '93 it's the essential *CF* accessory.

Commodore
DON'T BUY THIS IF YOU'VE LESS THAN A YEAR TO LIVE
THE C64 GAMES '92-'93 DIARY AND GAMEBUSTING GUIDE

Save the hassle of going to the shops every month to get your copy just to be told, "Sorry, sold out." Guarantee your copy and get it delivered at no extra charge! Complete and return the coupon below or call our credit card hotline on 0458 74011

PLEASE ENTER MY SUBSCIPTION FOR 12 ISSUES OF COMMODORE FORMAT TICK AS APPROPRIATE

TOTAL PAYMENT £

12 ISSUES ☐ **UK£26.40** ☐ **EUROPE £42.75** ☐ **REST OF THE WORLD £57.40**

To ensure you receive your magazine and tape quickly and undamaged, all overseas subscriptions are sent Air Mail

MY CHOICE OF GIFT IS APPLIES TO 12 ISSUES

☐ **JOYSTICK** ☐ **OCP ART STUDIO** ☐ **BLUES BROTHERS** ☐ **CF DIARY**

If you are already a subscriber please quote your subscription reference number here - you will find this on your address label

Please send me Commodore Format back issues PLEASE CIRCLE

15 17 18

PRICE PER ISSUE: • UK £2.95 • ROW £3.50

16 (TWO TAPES) • UK £3.50 • ROW

Method of payment (please circle) Access • Visa • Cheque • PO Credit Card No ☐ Expiry date ☐

NAME

ADDRESS

POST CODE SIGNATURE

SEND THIS COUPON (TOGETHER WITH YOUR CHEQUE IF APPLICABLE) IN AN ENVELOPE TO: COMMODORE FORMAT, FREEPOST, SOMERTON, SOMERSET, TA11 7BR

This Coupon is valid until 30th April 1992

CF/MAG/0492

Please make all cheques payable to Future Publishing Limited

Discover.

WEMBLEY EXHIBITION
HALLS 2 & 3

YOU CAN'T AFFORD TO MISS IT!

Book your tickets now and save even more money with our special early booking discount. Instead of £6 you pay £4.95 – or £2.95 for under 14s. Return the form straight way to guarantee your show ticket.

YES! I would like to order advance tickets to the Amiga Shopper Show and save £1.05 a ticket.

Please send me ___ adult tickets at the special discount price of £4.95.
Please send me ___ under-14 tickets at the special discount price of £2.95.

Total payment: £

Method of payment (please circle) Access/Mastercard Visa Cheque PO

Credit card number ____ ____ ____ ____ Expiry date ____
Please make all cheques payable to AMIGA SHOPPER SHOW

Name……………………………………
Address……………………………………
……………………………………
……………………………………
Postcode…………………………………… **CF04**

Send this form to: AMIGA SHOPPER SHOW, PO Box 2, Ellesmere Port, South Wirral, L65 3EA This offer closes on May 8th.

DATA PROTECTION ACT: The information on this form will be held on computer for the use of Future Publishing and its subcontractors.

Credit card *hotline* –

Learn. Save.

You can do all of these things at the ***Amiga Shopper Show.***

Dozens of software companies will be showing off their unmissable new products; it's your chance to try them out for yourself and discover which software will do what you need.

Then there are all the hardware manufacturers keen to demonstrate just how powerful it's possible to make an Amiga. Commodore itself will be there, displaying its latest range including the new A690 CD-ROM player.

For enthusiasts and beginners alike there will be a series of Amiga Shopper seminars and question-and-answer sessions run by experts in every field. And there will be tutorial sessions on some of the leading products given by people who know the software backwards.

AMIGA SHOPPER SHOW

WEMBLEY EXHIBITION CENTRE ● 14TH TO 17TH MAY

Games players will be treated to the very best in brand-new leisure software, courtesy of Amiga Power.

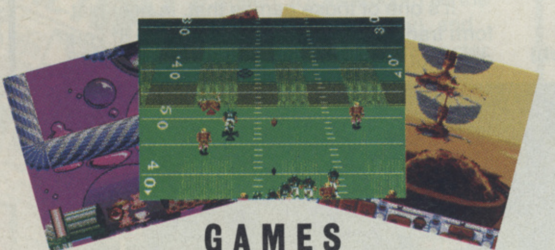
And of course there's the main attraction: the chance to buy software and hardware at incredible prices. Think of it – the biggest choice you're ever likely to see, and prices to match.

The Amiga Shopper Show is being held in the Wembley Exhibition Centre, London, from Friday 15th to Sunday 17th May. Doors open 9am

It'll save you serious money

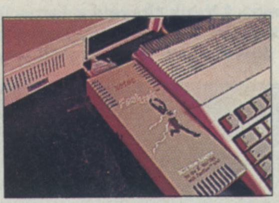
SOFTWARE

See the latest products from the likes of Digita, HiSoft and Precision. Test them out for your self, then pick the one you want...



GAMES

The Amiga Power games arcade will feature only the latest and best games – and you'll have the chance to play them yourself.



HARDWARE

Powerful hardware which will transform you Amiga will be on display and on sale, including devices from Supra, GVP, Gasteiner and more...

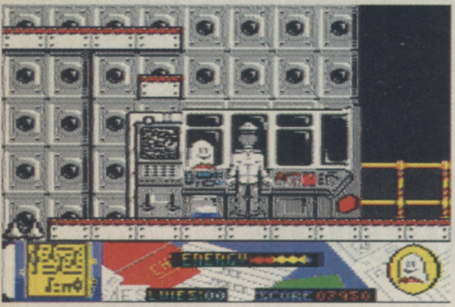
051–356 5085

TITANIC BLINKY

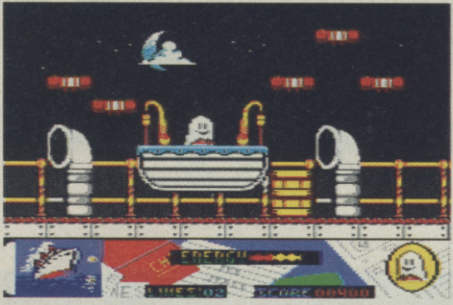
Z*eppelin* has finally flipped if the plot of *Titanic Blinky* is anything to go by. Listen to this: "Arthur J Hackensack, power-mad oil billionaire, Texan landowner, chairman of several major film studios and proprietor of the Ritz Bingo Hall in Milton Keynes, craves world domination."

Happy so far? Well it gets better. Arthur has kidnapped a scientist who is designing a weapon based on ghost-power. It's so powerful it has been used to change the Isle of Wight into a large custard slice, the Eiffel Tower into a toast-rack and New York into a bath sponge. This so-called 'plot' has to be the product of stressed minds at Zeppelin.

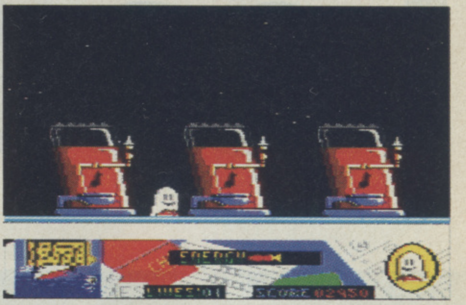
Anyway, Blinky, a rather silly character under a white sheet, is the only person capable of saving the Universe. He is parachuted on to the newly raised Titanic to deal with the armies of Hackensack's ghosts who have congregated there. The idea is that you explore the ship from stern to, er, pointy end.



Er, excuse me - I think there's a large iceberg in front of us. Go left a bit. Left a bit more. Slow down! Hard left!! Argh!!! (crunch)



If you're going to muck about on the Titanic, a lifeboat is certainly the place to do it. Here, Blinky takes a breather from his quest.



The funnel screens are the key to the game. This might have something to do with those funny whistles sticking out of their sides.

Along the way you'll have to blast all manner of baddies with your gun (this is hidden under your sheet until needed). You'll also have to shoot coin/shell type things. There are loads of these dotted around the screens, and when you hit them they either explode, injuring you if you are too near, or give you a letter (like E or A). Collect all the letters and a secret door opens, enabling you to access more of the game.

It's all a completely ridiculous way of getting you to play a platform game. But if you ignore the nonsense and get stuck in, you'll find it pretty acceptable underneath.

Titanic Blinky takes a wee while to get into, especially because the movement isn't as simple to master as it could be (handy hint number one - get a decent, responsive joystick before playing). But once you get the hang of it, the game becomes easier and more fun.

It's one of those games that, in best platform tradition, is incredibly frustrating. If you don't put both your feet (and some crockery) through the TV after Blinky falls off the rigging for the hundredth time in a row, you're a better person than me.

The graphics aren't bad. *Zeppelin* has gone for the cutesy look, but sadly Blinky skates around rather than walking, and the collision detection can be a bit dodgy. You can learn to beat these shortcomings, so it's not a big problem (and at least he actually blinks occasionally). There are plenty of full-price games that look worse. The sound is a bit repetitive, though, with bleeps and blurps for the shooting and destroying of nasties. And if you manage to collect all the coiny, shelly things, it's your privilege to hear the worst rendition of *Peter Gunn* ever in the history of the world.

Despite these little niggles, at £3.99 you're getting a decent game which will take some beating. And, it's original (well, as far as any platform game is anymore).

JAMES LEACH

Game	**Titanic Blinky**
Publisher	**Zeppelin**
Cassette	**£3.99**
Release	**Out now**
Contact	**091 385 7753**

POWER RATING

THE DOWNERS...

- **Poor collision detection and quirky movement make things unnecessarily tough.**
- **The nasties regenerate in incredibly awkward places.**

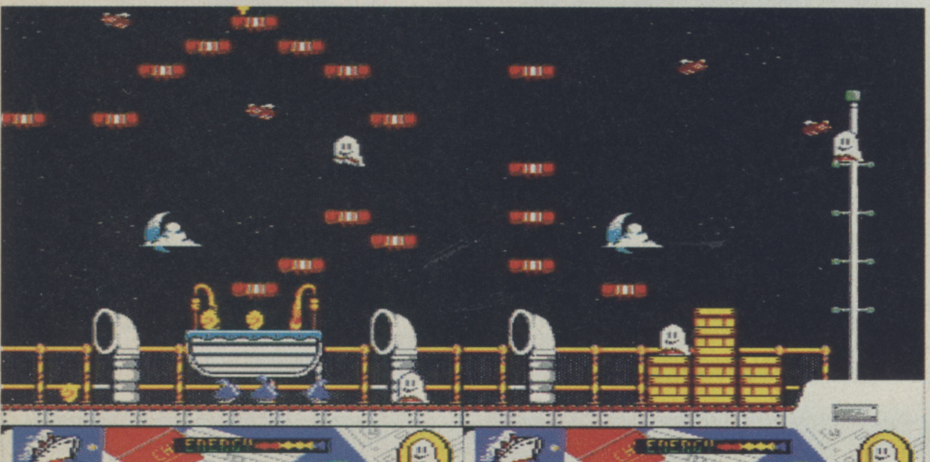
100

70%

- **Plenty of screens, all with tricky puzzles or dangerous jumps to get past.**
- **Smooth scrolling of baddies allows you to plan your moves much more easily.**
- **You must find all the coin-shell thingies, so you'll need to explore all the screens, rather than just move quickly in one direction.**
- **It's great having a gun with infinite bullets (even though it can't kill everything).**

...AND THE UPPERS

0



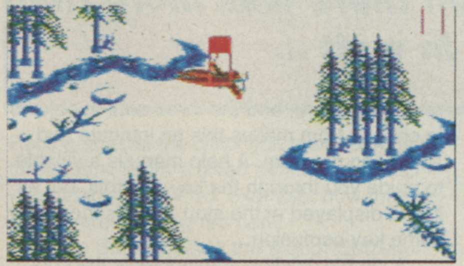
Connect together a load of screens and you can see how the platforms link up - fiendishly!

WINTER SUPER SPORTS '92

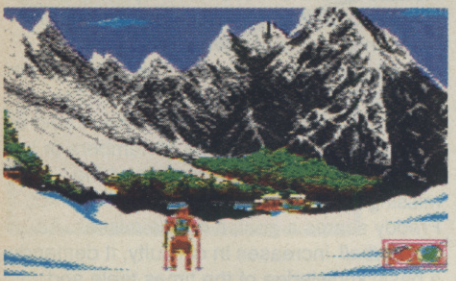
So, as another Winter Olympics draws to a close, we look back fondly at our favourite memories of the Games (sounds of swelling Vangelis music).

Remember when that Italian fell over on the snow? Or what about the Swiss guy who took a tumble? Or even that classic moment when an Austrian lost one of his skis? Great times indeed.

But reminisce no more! Now you can recreate the thrills and excitement of various Europeans getting covered with snow in your own home. *Winter Super Sports '92* contains eight events, guaranteed to make you feel cold and to cover your brightly covered cat-suit with ice. In order of interest, they are (deep breath): downhill skiing, ski slalom, pro ski challenge, skidoo racing, bobsleigh, luge, speed skating, bale jumping (?).



"Vic! I've fallen". Hitting obstacles won't break your limbs, but it'll slow you right down, so it's best avoided.



It's the tensest moment as you wait for the downhill to begin. Have you got clean underwear on? Ready, set, aaaaarghhhhh!

The format for competing in these is pretty simple. You can either race separately and try and get the best times, or you can race other people and try and slice their hands off with your skis/skates. Guess which is more fun?

Up to six humans can play the events, and if less the computer is happy to join in too. You (and the other humans) set up a character who will play through the whole game, accumulating scores, points and, hopefully, major medal-type chest hardware.

A lot of the games are viewed in a sort of 3D above-the-action mode. This works well, especially with events like skiing. Here the hillside scrolls up towards you, and you've got to make your directional changes as soon as you see the obstacles (like rocks, gates and the other competitor) looming up.

Of course, speed is the essence of all the games. And *Winter Super Sports* certainly delivers speed. It's as smooth as the real thing (well, nearly), and you can control your character with some degree of accuracy as he whooshes around.

The multi-player events are either split-screen affairs or both-players-on-one-screen jobs. Both of these look good and are playable, but personally I prefer the single screen with both characters on it. Events like skidoo, though, need to have a split screen, because one player always knocks the other into the hay bales at the side of the circuit, then disappears in a cloud of kicked-up snow and diesel fumes.

Overall, *Winter Super Sports* is a lot of fun. It's a varied selection of games, but the snowy link between them is strong, and the two-player modes are dead exciting. It's not as cute as *Winter Camp*, but is not meant to be. This Olympic challenging is a cut-throat business, and it is this that makes *Winter Super Sports* '92 real fun.

JAMES SLEDGE

ASK AN EXPERT

We showed *Winter Super Sports* to Alberto Tomba, the famous Italian skier and playboy. This is his judgment.

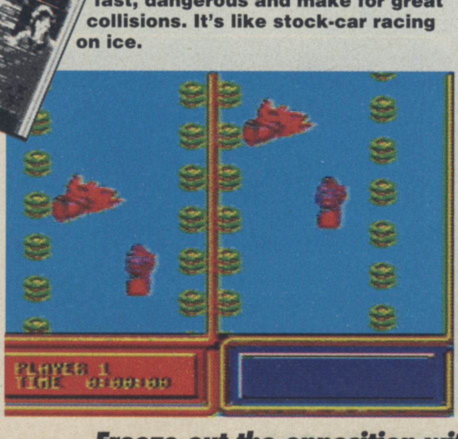
"Don't you realise who you're talking to? I am Tomba, the greatest living skier. My nose is gorgeous and I have a Ferrari. See this watch. It is a Rolex, water-resistant to thirty atmospheres."

"I, er, deliberately didn't win the Gold medal in the slalom because I'm generous and wanted a pleb to get it. Now go away and stop bothering me or Vincenzo and Franco will escort you to the top of the slippery slope."

We weren't satisfied with his views on *Winter Super Sports*, but we left anyway.

DAILY SPORT
SUPER
VICTORY!

Unfeasible amounts of skidoo-related violence! These babies are fast, dangerous and make for great collisions. It's like stock-car racing on ice.



Game	**Winter Super Sports 92**
Publisher	**Flair**
Cassette	**£10.99**
Disk	**£15.99**
Release	**Out now**
Contact	**0661 860 260**

POWER RATING

THE DOWNERS...

- A multiload which will cause you to eat furniture.
- The computer is a very mean and fast sportsman, er, thing.
- A tad late?

100

78%

0

- **Bags of atmosphere, with lots of static screens depicting Christmas card shots.**
- **Chilly music lends itself well to the whole scene.**
- **The time-tests are exciting, as the clocks tick away those oh-so-vital hundredths of a second.**
- **But the two-player bits are certainly the best feature.**
- **Very playable indeed.**
- **And there are plenty of events to choose from, too!**

...AND THE UPPERS

FUN SCHO

Teddy, Freddy Frog and Sammy the Spy are the stars of the new Fun School 4 educational packs. Fun as this all sounds, as I leapfrogged from program to program there was more than the odd crocodile lying in wait ...

POWER RATING

THE DOWNERS...

- Relies too much on parent teacher participation

100

75%

0

- Fun and education mix well here with the cute graphics

...AND THE UPPERS

under 5s

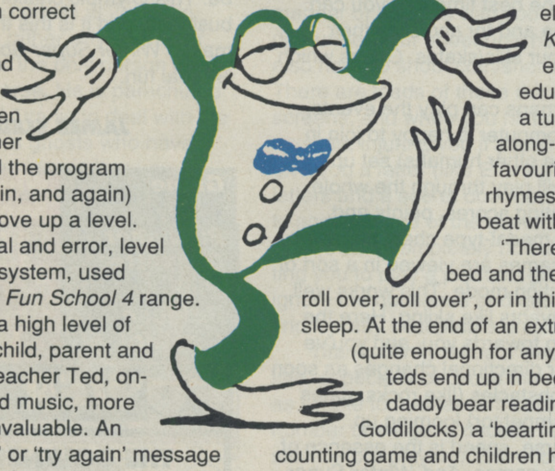
Based on *Teddy's Busy Day*, this pack works through *Addition, Teddy Paint, Fun Train,* and *Teddy's House, Karaoke* and *Books*. Relying heavily upon parent/teacher participation, it focuses on counting, simple addition, introducing a basic vocabulary and the ability to recognise colours and words.

Use the spacebar in *Addition* to count how many objects can be seen on the blackboard. Each correct answer earns a nod from Teacher Ted and one of the pupils goes out to play. When they've all left, Teacher Ted nips out too, and the program plays again (and again, and again) until you decide to move up a level. This establishes a trial and error, level by level progression system, used throughout the entire *Fun School 4* range.

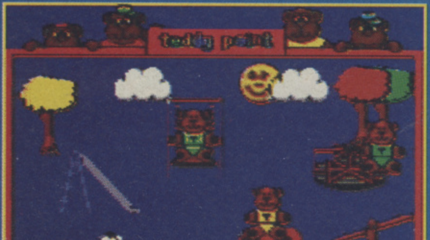
Although there's a high level of interaction between child, parent and computer, through Teacher Ted, on-screen messages and music, more feedback would be invaluable. An on-screen 'well done' or 'try again' message from Teacher Ted might not be enough to hold the interest of any under 5s who are unable to read.

Create a picture in *Teddy Paint* using the selection of objects attributed to certain keys. The ability to change the colours, save and reload a picture, and the three sets of objects to choose from makes this an intricate and appealing program. A help menu is available to guide you through the key controls, but as it isn't displayed at the start there is inevitably some key confusion.

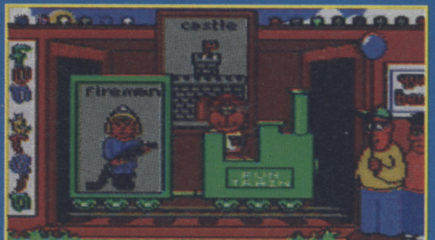
A simple reading vocabulary is the subject of *Fun Train* where pictures must be changed until a matching word and/or piccy is found. Choose a colour in *Teddy's House* to paint a piece of Ted's home. Then name the part of the house and the colour it has been painted in the latter levels. *Teddy's Karaoke* is as enjoyable as it is educational. Select a tune, and sing-along-a-Ted to your favourite nursery rhymes, tapping out the beat with the spacebar. 'There were five in the bed and the little one said roll over, roll over', or in this case go to sleep. At the end of an extremely busy day (quite enough for anybody), all the teds end up in bed listening to daddy bear reading (no not Goldilocks) a 'beartime' story. It's a counting game and children have to work out what number book Daddy Bear is reading from, by seeing which one is missing from the bookshelf. With each correct answer a ted rolls over and goes to sleep. And when they've all nodded off, sheep jump over a fence - ahhhh!



For the under 5s



Here's one I prepared earlier (but without the sticky-back plastic). Select objects with the keyboard to create a work of art.



Match the top picture.

Spot the difference! Press the spacebar until the corresponding picture appears, then hit return.

5 to 7s

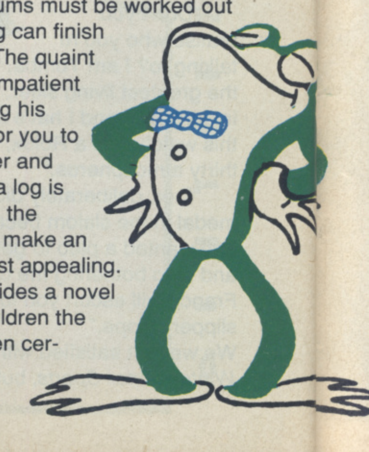
This pack is based on a week in the life of Freddy Frog. In the first program, *Library,* the idea is to sort books alphabetically. Sound easy enough? Well, the instructions don't indicate what the movement keys are, and tell you to use the Runstop key to select the book once you've landed on it - which of course exits the program! (However, you can now get hold of an addendum sheet.)

In *Basketball* five spectators each hold up a card forming a sequence of numbers or letters. One of the cards is blank and the missing symbol must be typed in. If correct, Freddy scores a goal; if not he misses. As *Basketball* increases in difficulty, it demands a basic knowledge of the times table and familiarity with numbers up to 100. It's very stretching for those at the lower end of the age range, but a challenge nonetheless.

In *Shopkeeper* select the correct value coin for an item in the shop window. The first level is fairly straightforward, but subsequent levels become tricky, using a wide range of coins to make up difficult amounts. In levels three and four, you have to work out how much a customer has spent and the change owed. While lacking in fun, *Shopkeeper* teaches fundamental skills with its disguised use of addition and subtraction.

In *Log Cabin* sums must be worked out so that Freddy Frog can finish building the cabin. The quaint graphics show an impatient Freddy Frog tapping his foot while waiting for you to work out the answer and winking each time a log is put in place. Again, the graphics somehow make an imposing math's test appealing.

Opposites provides a novel way of teaching children the relationship between certain words. Set around a lily pond,



OL 4

Freddy Frog has to jump from pad to pad until he lands on the correct opposite. Every time the right word is chosen, Mrs Frog climbs a rung up a diving board and finally takes a dive. As many opposites are repeated it's nice and easy, and more fun than most.

In *Typing*, initially type any letter to help Freddy jump around a keyboard, until he reaches a lily pond and safety. Mistyping makes Freddy leap backwards towards a waiting croc's chops, and if too slow the croc sneaks up behind him. The graphics are rather natty, and the detail makes this program particularly effective. Some keys are hard to distinguish though, especially 'H', 'W, and 'N', but overall it's a great way to teach basic typing skills.

POWER RATING

THE DOWNERS...

- Instructions waste time and are not straightforward enough for the computer novice

100

–

68%

–

0

- Quaint graphics and lots of detail make this program particularly appealing

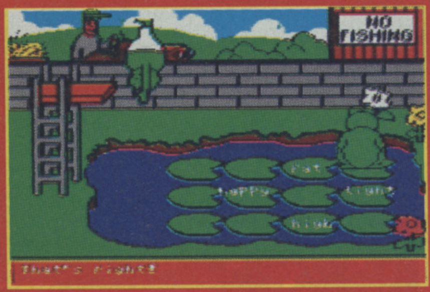
...AND THE UPPERS

7 to 11s

Sammy the Spy, codenamed Q, is on a mission to find some stolen secret papers. Players must help him on his travels by collecting and piecing together the clues littering his path, undergoing a series of tests.

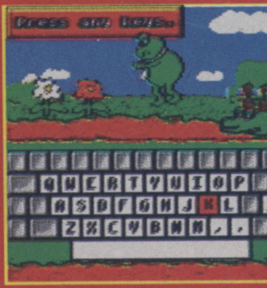
In *Proportions*, you have to identify the double agent who can help in your quest.

For the 5 to 7s



That's right!

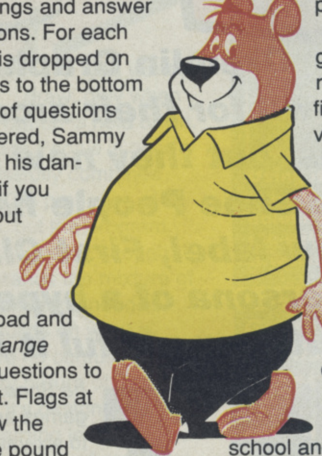
How do you rate Mrs Frog's chances of getting in the 1992 Olympic diving team at Barcelona?



Run, Freddy, run Freddy, run run run Cos, the croc's going to bite you on your um, um, um.

Racing against the clock you have to pass three tests. From a given number of items, you must work out, for example, how many agents are wearing red hats.

Help Sammy scale the wall of Quizendene to enter in the *Spy Quiz*. To do this, you must identify correct spellings and answer general knowledge questions. For each wrong answer a plant pot is dropped on Sammy's head and he falls to the bottom of the wall. Once a series of questions have been correctly answered, Sammy can tackle the next part of his dangerous mission. It's great if you get all the answers right, but painfully frustrating if you keep getting clobbered by falling Cacti.



Sammy has to go abroad and needs a disguise. In *Exchange Rates* you must answer questions to help him get his new outfit. Flags at the top of the screen show the exchange rate against the pound and you have to work out, for example, how many Lire can be bought for £2.00. Get two questions right and Sammy can put on one piece of his disguise - luckily, you can use a calculator to work out the more difficult questions. This is a useful educational tool, but lacks inspiration and becomes tedious on the later levels.

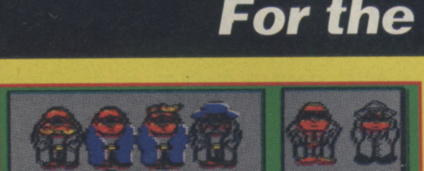
Answer some addition and subtraction questions in *Timetable* to work out your mystery location. Lightly disguised as a travel test, this works well. Like a typical James Bond film (but without the high jinks), various modes of transport are on hand to help Sammy reach his secret destination in *Spy Travel*. You must identify different continents, oceans, cities, etc. An interesting geography lesson, not just for children but parents too, and it's a toughie.

At his final destination Sammy is greeted by a mysterious camel rider. You hitch a ride (a bit tricky to fit three people on a camel and not very comfortable) to the pyramids of Historichuck - land of the history quiz. Dates are carved on the pyramid stones and at the bottom of the screen is a question. Select the right stone for Sammy to hit with a mallet and he uncovers a piece of treasure. A challenging quiz for children and parents alike.

Fun School 4 provides a good way to reinforce teaching at school and introduces 'pupils' to the keyboard. Apart from the odd ditty, music could be more prominent, to add to the sense of play and not school. As a diverting top-up to school work yes, but the the non-computer-literate parent could well learn as much as their 'pupil'!

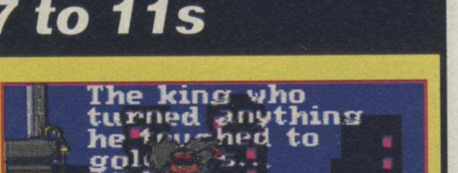
CATHY PARNHAM

For the 7 to 11s



What proportion have blue hats?

You'll need your wits about you (or a calculator) for this challenging maths quiz, and what's worse, it's a race against time.



The king who
turned anything
he touched to
gol[illegible]s..
Mid[illegible]
Spartus
Ceres
Sceptas
Janus

Sammy the Spy has either eaten a lot of baked beans or he's hit the eject button in true James Bond style.

POWER RATING

THE DOWNERS...

- Programs are back to front on tape so wastes a lot of time

100

–

70%

–

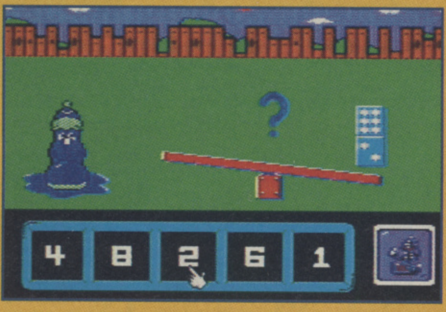
0

- James Bond style storyline blends intrigue with education

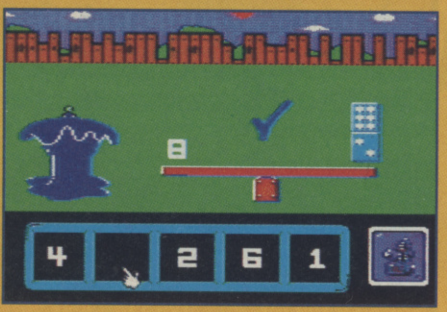
...AND THE UPPERS

Game	**Fun School 4**
Publisher	**Europress**
Cassette	**£12.99**
Disk	**£16.99**
Release	**Out now**
Contact	**0625 859333**

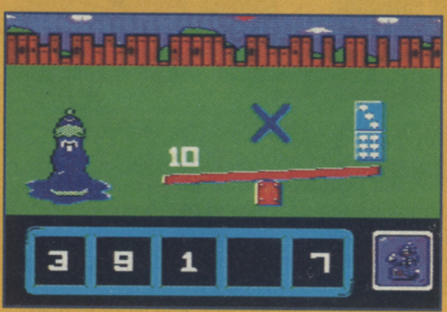
Wellington out for the count



Wellington visits the park. When he gets there he finds a series of large dominoes on a see-saw. Quick as a flash he realises that the heart of this problem lies in counting the dots.



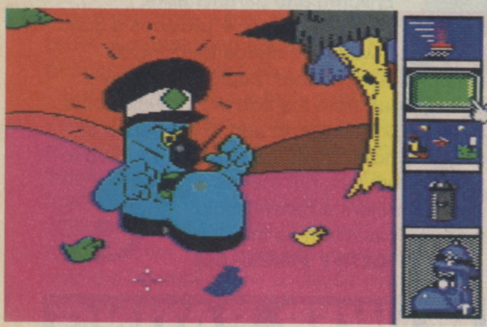
You, as Wellington, must choose the right number from the list below. If you'recorrect, the see-saw balances and you jump in a puddle.



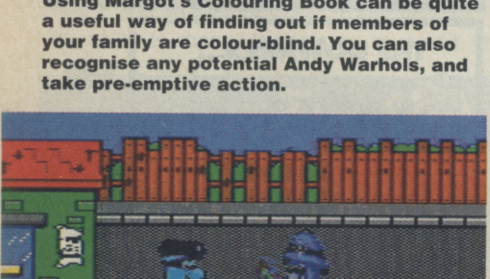
If you're wrong, the see-saw either over or under-balances, letting you know whether you counted too high or not high enough. It's a simple system but it works well and is enjoyable enough to retain your interest.

THE SHOE

***Gremlin Graphics** are well known for their arcade games and simulations, but they now have an educational side. The Shoe People heads the launch of their new label, First Class. James Leach dons the persona of a hyper-active five-year-old to find out how useful it is.*



Using Margot's Colouring Book can be quite a useful way of finding out if members of your family are colour-blind. You can also recognise any potential Andy Warhols, and take pre-emptive action.



PC Boot isn't anything to do with starting up an IBM compatible. It's the name of Shoe Town's very own law enforcement operative. Here you see him apprehending a heel.

The Shoe People is a series of games and puzzles aimed at four to six-year-olds. The software is a licence, written in conjunction with the ITV series. It aims to give children the opportunity to practise many learning skills essential for success at school.

The program is divided into interactive activities, which have been developed in line with the latest educational research. Most notable of which is the National Curriculum, first used in schools in 1989. Apparently, children in the four-to-six-years bracket fall into the Attainment Targets 1 to 3, and it is to these that *The Shoe People* addresses itself.

The other point stressed in the manual is that the presence of adults greatly enhances the learning process. It makes it more fun for all concerned too!

The Shoe People is divided into five games. First is *Trampy Visits His Friends*. Use the joystick to select who Trampy is to meet. Each character results in a slightly different word game.

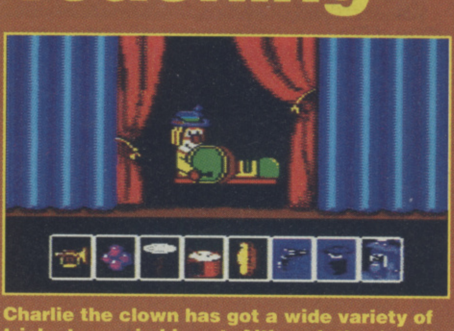
Trampy sets off and encounters various well-known objects in his path. You can either select the object's name from a list of four, or, on the harder levels, you must spell the object yourself. If you're successful, Trampy jumps in the air as a reward. If wrong, the corrections are displayed and Trampy finds his friends are out when he visits.

In *Sgt. Major Sorts It Out*, the second game, Naughty Baby Bootee has knocked everything from the shelves in Sgt Major's store. You must place different coloured, patterned or shaped blocks on to the four shelves. Each shelf must contain only blocks of the same sort. The colours, shapes and patterns are sufficiently varied to be easily distinguishable from each other, so it isn't a trick. You just have to work out which shelves contain which blocks. Again, there is a reward scene every time you get a placement correct. At the end of the exercise, there is another reward scene, which varies depending upon how you have fared overall.

In game three, *The Great Alphabet Robbery*, PC Boot, Shoe Town's law-enforcement officer, has become concerned about the theft of various letters of the alphabet by the evil villain Sneaker. The game therefore concentrates on the spellings of words. The name of an object (this varies in length depending on the level) appears as an anagram. Letter by letter you have to decipher it until you've correctly spelt out the word below.

This is a much more advanced game, with words of up to six letters on the hardest

Teaching



Charlie the clown has got a wide variety of tricks to use in his act. Although they're all fun to watch, you've got to pay attention to the order he does them in. It'll be a simple sequence and he'll repeat it a few times...

PEOPLE

level. Upper and lower case words are used, to allow familiarisation with the alphabet in its entirety. *Gremlin* say that it's wise to have a pencil and paper on hand.

In the fourth game, *Wellington Goes To The Park*, Wellington (a gumboot, naturally), goes to play on the see-saw. In this numerical game, a number of objects (dots, for example) appear on the see-saw.You have to count them, then select the correct number from a menu at the bottom. If you get it right, the see-saw balances properly and Wellington jumps up and down joyously in a muddy puddle. If incorrect, the see-saw overbalances in the direction you'd expect mathematically (if you see what I mean). With each wrong answer Wellington suffers a cloud-burst above his head, rinsing him clean (a state he apparently detests).

The last game is called *Charlie's Big Day*. It's similar in format to the perennial children's favourite game *Simon*. In other words, Charlie performs a magic trick. You simply click on the trick he did at the bottom of the screen. He will then repeat the same trick, but add another to it. You must click on both in the correct order. Another trick is added and so on.

A variation on this is the repetition of a simple sequence. For example, three tricks will be played in order. This sequence is then repeated, and on the third repetition it is halted. You then have to select the trick that would naturally follow. It's easier than it sounds, but requires an understanding of sequences and a good memory.

The Shoe People also contains *Margot's Magic Colouring Book.*, which is divided into *Drawing* and *Painting* . Both are more creative than the words and numbers games, and can therefore be seen as a reward for completing one or more of them.

Painting is the most fun. You fill large areas of pre-drawn pictures with a colour of your choice. The pictures start off blank, and all you do is move a cursor with the joystick until it's over the area you want to paint. Next choose a colour and away you go. It's very satisfying, and you get a lot out for little input.

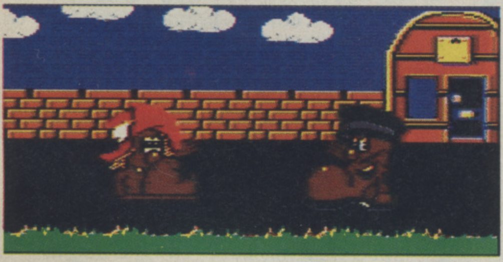
Margot's Draw isn't as good. Being joystick controlled, it only draws straight or 45° lines. It also starts up with the continuous draw enabled. You must select the correct option if you want to draw, only when the fire button is held down.

Overall, *The Shoe People* is good value for money. It successfully combines learning with enjoyment. The presence of an adult is certainly required, but the program will lead a child of four to six years through, as long as he/she understands the mixture of joystick and keyboard commands needed.

Each game steadily builds on what is being learnt, and there are no confusing leaps in difficulty. The very nature of *The Shoe People* means that it's designed for a variety of ages and learning levels, so it's unlikely that a child could play from beginning to end, learning all the way.

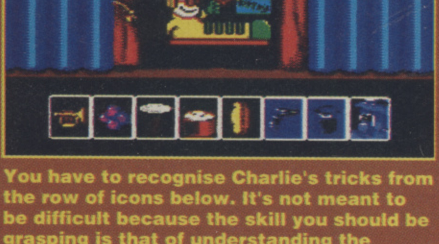
Presentation is fine, with attractive and easy-to-recognise characters (true to the TV show) and little plots to explain what they're up to. *Gremlin* have obviously thought out their approach to educational software very carefully, and it certainly shows.

JAMES LEACH

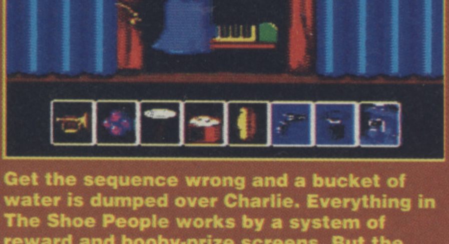


Sgt Jack Boot accuses Air Jordan of being a loafer. "But I'm completely brogue, and living on a shoestring. Eyelet it all slipper away!" He says.

yourself new tricks...

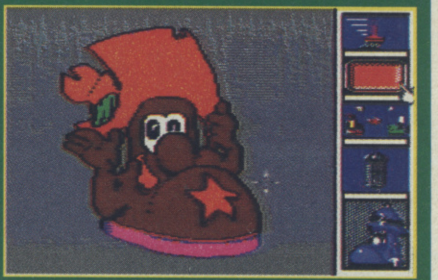


You have to recognise Charlie's tricks from the row of icons below. It's not meant to be difficult because the skill you should be grasping is that of understanding the sequences Charlie employs.

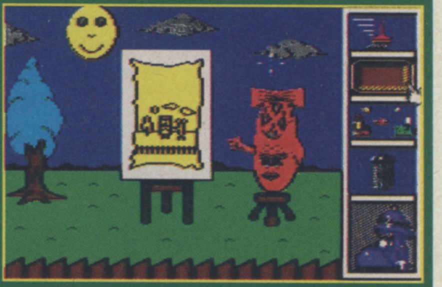


Get the sequence wrong and a bucket of water is dumped over Charlie. Everything in The Shoe People works by a system of reward and booby-prize screens. But the rewards are what you strive towards.

Colour me badd



As an incentive to complete the words and numbers sections of the game, *The Shoe People* includes a colouring book which is easy to use and provides a lot of enjoyment for stressed-out little brains.



Using it couldn't be easier. You just select parts of the screen, choose a colour and hit return. None of that 'keeping-within-the-lines' nonsense that thwarts so many little crayoning hands.

Game	***The Shoe People***
Publisher	***First Class***
Cassette	***£10.99***
Disk	***£15.99***
Release	***Mid April***
Contact	***0742 753423***

POWER RATING

THE DOWNERS...

- Drawing program is a bit tedious.
- Combination of keyboard and joystick is a mite complicated.

100

87%

- **Nice, well-animated graphics make it a lot of fun to watch and participate in.**
- **The characters are recognisably the same as those on TV, tying it in neatly with the ITV long-running series.**
- **No limits give you as much thinking time as you want.**
- **It's easy to quit out at any stage and start afresh.**
- **The painting section is a lot of fun to use, and is a good reward for those who've struggled through the letters and numbers sections.**
- **It's got some fun tunes too.**

...AND THE UPPERS

0

Your guarantee of value

This magazine comes from Future Publishing, a company founded just six years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs, etc.

Greater relevance. At Future, editors operate under two golden rules:
- Understand your readers' needs.
- Satisfy them.

More reader interaction. We draw strongly on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money. More pages, better quality: magazines you can trust.

Future PUBLISHING

Home of Britain's finest computer magazines.

Commodore Format • Amstrad Action• PCW Plus • PC Plus • Amiga Format • ST Format • PC Answers • Your Sinclair • Sega Power • Amiga Power • Amiga Shopper • Total • PC Format • Public Domain

NEXT MONTH

Cross my wizened palm with silver and I, Madame Rosebud, will tell you what lies in the future! Well how about copper? Well okay, how about I tell you what's in *CF 20* now, and you get back to me when you've got some spare change? The mists are clearing. ..

"I can see a special Cartridge feature that will tell you everything you ever wanted to know about Action Replay thingies and Power widgets, and how to get the best out of them. I can see a tall dark stranger, called Stuart Campbell - the most feared games journalist around - he'll be taking a gander at game heroes. There will be something called a *Powerpack*, crammed with the corking demos and full games. There are all the latest reviews, features, news and cheats. And what's that? A wonderful-door hanger that will keep folks at bay when you're at play. The mists are closing in. I can only see a date - 16/4/92, when this wonderful tome will be available."

Prize

WHO DAT?

Adorning the rather wonderful Super Seymour review is a character saying "It's a Corker!". Well do you recognise him (her)? We don't know who it is either, we just liked the pic. We would however like to know, so if you fancy helping out your absent minded *CF* chums - there are a couple of record tokens in it for your trouble - send us a postcard marked with your name and address to "It's (name of person here) you dimwits! - compo", Commodore Format, 29 Monmouth Street, Bath, Avon. Oh yeah, get the entries to us by April 30 - and we think he might be French!

QUICK COMPO FROM p 35

IAN CYCLOPEDIA'S FASCINATING FACT LIST

Ian
BIG BOOK OF EVERYTHING
Cyclopedia

1. Kenny Everett's real name is actually Maurice Cole.
2. The deepest coal mine in the UK is at Bickershaw Colliery in Lancashire. It's a stunning 4,314 feet deep.
3. But the deepest ocean trench is the Mariana 35,639 feet. If you went there, the pressure would crush you to a thousandth of your normal size.
4. Interestingly, the tallest maypole in Cornwall was 105 feet tall.
5. So you'd need 339 of them on top of each other to climb out of the Mariana Trench before you got crushed.

ARGGGH, DON'T TELL ME I KNOW IT, I DO:

No prizes, no entries, just a fun quizette to test your triv' knowledge. And inspired by the *Indy* preview and *Catalypse*, this month's subject is movie pets. So what were the names of: Indy Jones' dog, Marian's cat in *Robin Hood Prince of Thieves*, Sarah Connor's lizard in *Terminator*, Dorothy's dog in the *Wizard of Oz*, Clint Eastwood's ape in *Every Which Way But Lose*, and the dog in *Champion the Wonderhorse*? The answers can be found in this exact spot next month. Until then, if you do know the answers, or haven't seen the movies, or can't see the movies, why not annoy a local film buff?

THE HORROR, THE HORROR - THEY'VE ALL SOLD OUT!

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the May issue, on sale from Thursday 16th April 1992. Ta' very much!

MY NAME________________________

MY ADDRESS______________________

____

____

After recovering this stunning issue of *Commodore Format* you'll obviously be wanting to get your hands on the even more stunninger *CF20*. Don't risk getting to the shops on April 16 only to find that they've all gone. Cut out this coupon, fill it in and thrust it boldly into the hand of that nice newsagent person to make sure of your *CF20*.

Commodore FORMAT

EDITOR *Trenton Webb*
ART EDITOR *Ollie Alderton*
GAMES EDITOR *James Leach*
PRODUCTION ASSISTANT *Cathy Parnham*
SPORTS EDITOR *Raoul Duke*
CONTRIBUTORS *Neil Jackson, Andy Roberts, Martin Pugh, Tim Howells, Stuart Campbell, Stuart Whyte.*
GROUP ADVERTISING MANAGER *Cheryl Beesley*
PRODUCTION CO-ORDINATOR *Ginette Mckeown*
PROMOTIONS MANAGER *Michele Harris*
PUBLISHER'S ASSISTANT *Tamara Ward*
PUBLISHER *Jane Richardson*
CIRCULATION DIRECTOR *Sue Hartley*
GROUP PUBLISHER (LEISURE) *Greg Ingham*
COVER ARTWORK *John Richardson*
ARTWORK *(Roger Frames) Mike Roberts*
PRODUCTION TECHNICIANS *Simon Windsor, Chris Stocker, Jerome Clough*
COLOUR REPRO *Avon Scanning and Planning*
PRINTERS *Redwood Press Ltd, Wiltshire*
UK NEWS TRADE DISTRIBUTORS *Future Publishing Tel: 0225 442244*
WORLD WIDE DISTRIBUTION *MMC Tel: 0483 211678*
EDITORIAL, ADVERTISING and CIRCULATION *30 Monmouth Street, Bath, Avon BA1 2BW Tel: 0225 442244*
Commodore Format *welcomes unsolicited material, but can only return articles when supplied with a self-addressed stamped envelope. All queries regarding advertisements should be made in writing to Cheryl Beesley, Group Advertising Manager at the address given above.*

ABC 55,178 July -Dec '91
Member of the Audit Bureau of Circulations

...RESCUE THE HOSTAGES... RESCUE THE HOSTAGES... RESCUE THE HOSTAGES...

When Operation Thunderbolt confronts a deadly alien force there is only one way to survive... check out SPACE GUN. Rescue the crew of an Earth-bound cargo ship hijacked by an unknown life form. Annihilate those hideous creatures throughout all levels of your space craft using the high powered weaponry. You have a stunning arsenal of 'specials' such as the FREEZE and the BLADE plus many more. From first person perpective you confront an interminable onslaught... it is the survival of the fighters.

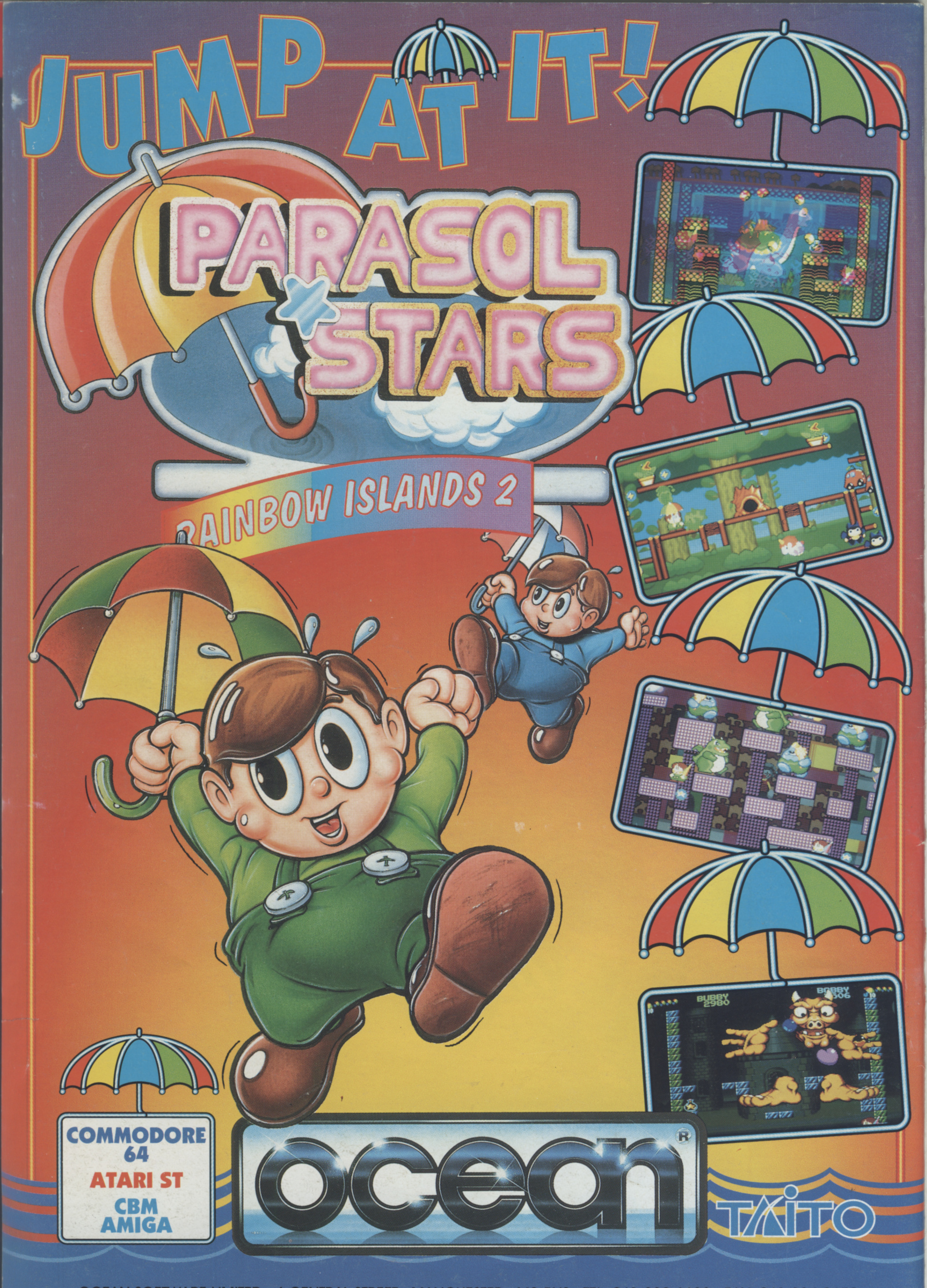
SPACEGUN

TAITO

COMMODORE · SPECTRUM · AMSTRAD
ATARI ST · CBM AMIGA

ocean

OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2 5NS • TEL: 061 832 6633 • FAX: 061 834 0650


JUMP AT IT!
PARASOL STARS
RAINBOW ISLANDS 2
BUBBY 2980
BOBBY
COMMODORE 64
ATARI ST
CBM AMIGA
ocean
TAITO

OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER . M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650